

The Last Resort

*Hints for Guerrillas, Terrorists, and
Concerned Citizens.*

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IMPERIAL

METRIC

LINEAR MEASURE (LENGTH/DISTANCE)

IMPERIAL	METRIC
1 inch	25.4 millimetres
1 foot (=12 inches)	0.3048 metre
1 yard (=3 feet)	0.9144 metre
1 (statute) mile (=1760 yards)	1.6093 kilometres
1 (nautical) mile (=1.150779 miles)	1.852 kilometres

SQUARE MEASURE (AREA)

IMPERIAL	METRIC
1 square inch	6.4516 sq. centimeters
1 square foot (=144 square inches)	9.29 square decimeters
1 square yard (=9 square feet)	0.8361 square metres
1 acre (=4840 square yards)	0.40469 hectare
1 square mile (=640 acres)	259 hectares

CUBIC MEASURE (VOLUME)

IMPERIAL	METRIC
1 cubic inch	16.4 cubic centimeters
1 cubic foot (=1728 cubic inches)	0.0283 cubic metres
1 cubic yard (=27 cubic feet)	0.765 cubic metres

CAPACITY MEASURE (VOLUME)

IMPERIAL	METRIC
1 (imperial) fl. oz. (=1/20 imperial pint)	28.41 ml
1 (US liquid) fl. oz. (=1/16 US pint)	29.57 ml
1 (imperial) gill (=1/4 imperial pint)	142.07 ml
1 (US liquid) gill (=1/4 US pint)	118.29 ml
1 (imperial) pint (=20 fl. imperial oz.)	568.26 ml
1 (US liquid) pint (=16 fl. US oz.)	473.18 ml
1 (US dry) pint (=1/2 quart)	550.61 ml
1 (imperial) gallon (=4 quarts)	4.546 litres
1 (US liquid) gallon (=4 quarts)	3.785 litres
1 (imperial) peck (=2 gallons)	9.092 litres
1 (US dry) peck (=8 quarts)	8.810 litres
1 (imperial) bushel (=4 pecks)	36.369 litres
1 (US dry) bushel (=4 pecks)	35.239 litres

MASS (WEIGHT)

IMPERIAL	METRIC
1 grain	0.065 gram
1 dram	1.772 grams
1 ounce (=16 drams)	28.35 grams
1 pound (=16 ounces =7000 grains)	0.45359237 kilogram
1 stone (=14 pounds)	6.35 kilograms
1 quarter (=2 stones)	12.70 kilograms
1 hundredweight (=4 quarters =112 lb.)	50.80 kilograms
1 (long) ton (=2240 lbs)	1.016 tonnes
1 (short) ton (=2,000 lbs)	0.907 tonne

METRIC

IMPERIAL

LINEAR MEASURE (LENGTH/DISTANCE)

METRIC	IMPERIAL
1 millimetre	0.0394 inch
1 centimetre (=10 mm)	0.3937 inch
1 decimetre (=10 cm)	3.937 inches
1 metre (=100 cm)	1.0936 yards
1 decametre (=10 m)	10.936 yards
1 hectometre (=100 m)	109.36 yards
1 kilometre (=1000 m)	0.6214 miles

SQUARE MEASURE (AREA)

METRIC	IMPERIAL
1 square centimetre	0.1550 sq. inch
1 square metre (=10 000 sq. cm)	1.1960 sq. yards
1 are (=100 sq. metres)	119.60 sq. yards
1 hectare (=100 ares)	2.4711 acres
1 square kilometer (=100 hectares)	0.3861 sq. mile

CUBIC MEASURE (VOLUME)

METRIC	IMPERIAL
1 cubic centimeter	0.0610 cubic inch
1 cubic metre (one million cu. cm)	1.308 cubic yards

CAPACITY MEASURE (VOLUME)

METRIC	IMPERIAL
1 millilitre	0.002 (imperial) pint
1 centilitre (=10 ml)	0.018 pint
1 decilitre (=100 ml)	0.176 pint
1 litre (=1000 ml)	1.76 pints
1 decalitre (=10 l)	2.20 (imperial) gallons
1 hectolitre (=100 l)	2.75 (imperial) bushels

MASS (WEIGHT)

METRIC	IMPERIAL
1 milligram	0.015 grain
1 centigram (=10 mg)	0.154 grain
1 decigram (=100 mg)	1.543 grain
1 gram (=1000 mg)	15.43 grain
1 decagram (=10 g)	5.64 drams
1 hectogram (=100 g)	3.527 ounces
1 kilogram (=1000 g)	2.205 pounds
1 tonne (=1000 kg)	0.984 (long) ton

Economics: [US Dollars](#) (USD/\$), [Euros](#) (EUR/€), [Bitcoin](#) (BTC/฿), and [Monero](#) (XMR).

°C	°F	°C	°F	°C	°F	°C	°F
50	122.0	27	80.6	4	39.2	-19	-2.2
49	120.2	26	78.8	3	37.4	-20	-4.0
48	118.4	25	77.0	2	35.6	-21	-5.8
47	116.6	24	75.2	1	33.8	-22	-7.6
46	114.8	23	73.4	0	32.0	-23	-9.4
45	113.0	22	71.6	-1	30.2	-24	-11.2
44	111.2	21	69.8	-2	28.4	-25	-13.0
43	109.4	20	68.0	-3	26.6	-26	-14.8
42	107.6	19	66.2	-4	24.8	-27	-16.6
41	105.8	18	64.4	-5	23.0	-28	-18.4
40	104.0	17	62.6	-6	21.2	-29	-20.2
39	102.2	16	60.8	-7	19.4	-30	-22.0
38	100.4	15	59.0	-8	17.6	-31	-23.8
37	98.6	14	57.2	-9	15.8	-32	-25.6
36	96.8	13	55.4	-10	14.0	-33	-27.4
35	95.0	12	53.6	-11	12.2	-34	-29.2
34	93.2	11	51.8	-12	10.4	-35	-31.0
33	91.4	10	50.0	-13	8.6	-36	-32.8
32	89.6	9	48.2	-14	6.8	-37	-34.6
31	87.8	8	46.4	-15	5.0	-38	-36.4
30	86.0	7	44.6	-16	3.2	-39	-38.2
29	84.2	6	42.8	-17	1.4	-40	-40.0
28	82.4	5	41.0	-18	-0.4	-	-

Introduction

By Anonymous

The Last Resort is a compilation of texts with the expressed purpose of giving hints to anyone who seeks to maximize carnage on the status quo. Most other documents or compendiums of this kind are flawed, and *The Last Resort* attempts to make the most comprehensive body of knowledge relating to these sorts of texts. However, this document does not subscribe to any particular flavor of extremism. For this reason, the documents compiled have been edited to strip them of their political agenda; whether the source was jihadist, communist, fascist, or whatever. The instructions that are taken from these documents will also be edited, so see original sources if needed.

This compilation will contains instructions on how to manufacture explosives, firearms, and ammunition, guides for combat and guerrilla warfare, as well as guides for survival in the wilderness. It is highly likely that accessing this compilation in certain regions can be punished by law. It is thus highly advised to save this document with encryption or to access it online with Tor or an I2P bridge.

The recipes and instructions in this compilation are capable of severe damage to property and injury to person. It is highly advised be familiar with the recipes and instructions before attempting to carry them out. Misuse could lead to the injury or death of the reader. It is encouraged to distribute this compilation on the internet. This is especially the case if after or just before the execution of a successful attack. Distributors may not edit the original form of this compilation as to save its integrity and approachability, but they may attach other ideological documents separately.

The author and compiler of this document is anonymous and will remain as such. I fully endorse the usage and or dissemination of the information given in this compilation and approve of any attempts to emulate the information given regardless of motive. I will not provide any contact information for myself or any associates in this compilation, since it will be published freely on the internet as is. The sources for the documents in this compilation are provided, since it is very dangerous to trust an anonymous stranger on the internet.

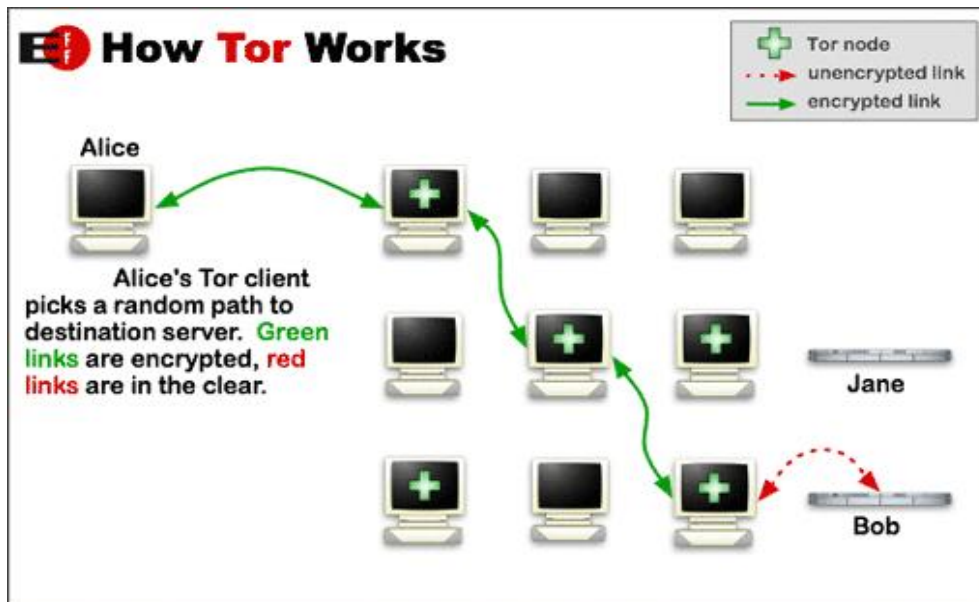
Programs And Services

By Anonymous

It is necessary for anyone who is against the status quo to use the appropriate technologies as to not be caught by internet surveillance. Always keep the programs used updated as oversights may be discovered in the older versions of the program. Programs should ideally be open-source, so that the user knows what is really going on when they are used. Avoid proprietary software if possible. Do not use Windows or OSX. It is advised to use an open-source operating system, for example Linux operating systems such as [Mint](#) or if you are very tech savvy [Arch](#). [Tails](#) may be used sometimes, but it is very inconvenient as a daily driver. The OS could be run inside [Virtual Box](#) (encrypted with [VeraCrypt](#)) for added security, but do so in a Linux system. [Do not run Tails on Virtual Box](#). It will leave traces on the hard disk and will not anonymize the network traffic of the host, which it should not do.

The browser will also have to be changed. [Hardened Firefox](#), [LibreWolf](#), and [Ungoogled Chromium](#) are all good choices as daily drivers. [Tor](#) (with JavaScript, Java and other deanonymizing tools disabled) can be used during research phases. Tor encrypts the

user to a high degree via 'onion routing' and also allows access to encrypted .onion domains which are often called the 'darknet'. Beware that networks will be able to detect Tor activity! The surveillance will not know what is being done on Tor, but they will know who is using Tor and when. Using Tor is perfectly legal in most regions however. Change the search engine to a private one like [DuckDuckGo](#), [SearX](#), or [Startpage](#). Also download the add-on uBlock Origin ([Firefox](#), [LibreWolf](#), [Tor](#)) ([Chromium](#)) for a better experience when surfing the web.



Tor is very secure but has one major disadvantage: the exit node problem. As you can see, the information sent by 'Alice' in the image stays safe and encrypted just until the very end when it reaches 'Bob'. There is thus a minor risk for the deanonymizing of Tor users by the owner of an exit node. This is very dangerous when researching illegal information. Of course, the user could be outside at a bar or metro connected to a public WiFi while encrypted, but that will still leak an IP address to the general range of the user's home. It is advised to instead get a VPN. If the exit node problem happens when using VPN → Tor, the hacker will get the IP to the VPN service's servers. The user then stays anonymous. The VPN used must follow these 5 rules:

1. The VPN does not store logs.
2. The VPN is not operated out of the USA. VPN services in the USA must give logs if police ask. Research the laws of other regions.
3. The VPN has a killswitch if the connection from the VPN drops.
4. The VPN has DNS leak protection.
5. The VPN can be paid for with cryptocurrencies.

A VPN that follows all of these rules is [Mullvad \(onion\)](#), which costs 7 dollars a month. Mullvad can be paid for with Bitcoin, which is not very good and easily traceable. If possible, trade Monero for Bitcoin in a new wallet instead of buying Bitcoin directly. Monero is a much more preferable cryptocurrency with many more security features.

Ensure that the computer used is not compromised. It is best if the computer is made by the user themselves. Avoid Intel CPUs and CPUs by AMD produced after 15h architecture (Bulldozer), as they contain hardware-level spyware which can monitor the user. [System76](#) laptops do not have these hardware level spyware software, and they may be configured and removed with [Libreboot](#). The most secure a user could possibly get is by using VPN → Tor on Tails while not at home. Clean the entire machine

and host with [Bleachbit](#) after the operation is done. Check all all the checkboxes except for the “freespace” checkbox when doing so.

The most secure method of communications over the internet is [XMPP](#). [Matrix](#) could also be used. Always host the server yourself, as the user should rarely trust others to do his work. This may be difficult, but will pay off. Never use Skype, Facebook, Discord, Kik, Snapchat, Twitter, Messenger, WhatsApp, Instagram, Signal, Telegram or any other common program for internet communication. Do not fall for the apps that claim to be secure. Study the fraudulent ANOM and Encrochat. The communications software used by the guerrilla must be up to date, open-source, and decentralized. Do not use email for communication if possible. Email will have to be used sometimes, such as when taking a ransom or communicating with the media. Disposable email addresses can be used for short-term communications, such as [Guerrilla mail](#) on Tor, can be used to make bomb threats and such. They are however not secure enough to use otherwise. A good permanent email services would be [Tutanota](#). It is best for an email service to be self hosted and run through Tor and encrypted though. [Emails can be encrypted with GnuPG](#), which they always should be.

When communicating, do not do so intimately in case one of the member’s accounts is seized. Always use code-words for anything identifiable: people, targets, locations, weapons, politics, and plans.

Avoid using mobile phones at all cost. Mobile phones are manufactured with hardware-level spyware and may stop working when attempting to change it. Mobile phones can also monitor their surrounding and track the location while being turned off. Always leave the mobile phone at home as a habit unless it must be taken with you. This way, people and police will not be suspicious of you leaving your mobile phone at home.

Preparing For The Operation

By Anders Behring Breivik

Sources: [\[1\]](#), [\[2\]](#), and [\[3\]](#).

Pages 817-821.

There are several things that should be done by the guerrilla before starting the process of planning and taking up armed struggle.

The first of which is to surround yourself (either online or in real life) with people who support your political ideology but who at the same time does not jeopardize your security in any way. You should therefore avoid any affiliations with known extremists or such groups as they are most likely flagged (individuals and groups who are monitored by your national intelligence agency on so called “watch lists”). The reason why you should surround yourself with “moderate sympathizers” is because you will need a minimum of moral support.

The second is to prepare to leave everyone else you know behind and prepare for a lonely, poor and potentially painful existence of hardship and uncertainty. As a guerrilla, you are a part of an indestructible network of cells, spread all around the world that functions without a central command.

The initial advantages of clandestine cells are:

1. We take the enemy by surprise.

2. We know the terrain of the encounter.
3. We have greater mobility and speed than the police.
4. We are in command of the situation, and demonstrate great decisiveness, which on the other hand will result in our enemy being stunned and incapable of acting.
5. We are prepared to die in order to complete our objectives.

The technique of surprise is based upon four essential requirements:

- a. We know the situation of the enemy we are going to attack, usually by means of precise information and meticulous observation, while the enemy does not know he is going to be attacked and knows nothing about us.
- b. We know the strength of the enemy we are going to attack, and the enemy knows nothing about our strength.
- c. We attack by surprise in single cells, independent of any hierarchical structure and are therefore saving and conserving our forces, while our enemy is unable to do the same, and is left at the mercy of events.
- d. We determine the time and place of the attack, decide its duration and establish its objectives. Our enemy remains ignorant of all of this information.

How To Carry Out The Action

The guerrilla must dedicate all his efforts in order to be completely prepared before carrying out actions, for in this he cannot commit the slightest error. Any carelessness in research and learning tactics and their use invites certain disaster, as experience teaches us every day. Common criminals commit errors frequently because of their lack of tactics.

The revolutionary method of carrying out actions is strongly and forcefully based on the knowledge and use of the following elements;

1. Financing your operation.
2. Safe research and intelligence gathering.
3. Acquirement of weapons, body armor and other equipment.
4. Transportation (having a car/scooter available or rely on expropriation).
5. Safe storage in remote caches (The elimination of evidence).
6. Reconnaissance or exploration of the terrain.
7. Study and timing of routes.
8. Simulate the operation again and again (study and practice).
9. Success.

Clandestine Cell Systems

A clandestine cell structure is a method for organizing a group in such a way that it becomes virtually immune to detection, penetration and decapitation. As such, it is a critical strategic element of our operations. It is not in any way lead under a fixed, fragile hierarchy but works as an extremely distributed movement, a resilient network made up of small, autonomous groups or cells. Each group is lead by a cell commander, often working solo, who makes all the decisions based on fixed fundamental principles.

Solo Martyr Cells are completely unknown to our enemies and has a minimal chance of being exposed. The relatively indestructible and impenetrable nature of the Cell System allows the individual to stay hidden until he is ready to "activate" himself. Optimally he should not have any affiliations to "extremist networks" or to any extreme movements for obvious reasons. Our evolving approach to conducting

warfare makes it extremely quick to innovate and share tactics rapidly from cell to cell without the direction of a vulnerable leadership hierarchy.

Page 834.

As a general rule. You will increase your chance of being apprehended by 100% for every person you involve in the West. Don't trust anyone unless you absolutely need to. Do absolutely everything yourself if there is not the powerful organization.

Sources: [\[1\]](#), [\[2\]](#), and [\[3\]](#).

Page 60.

Internal cadres of our movement should be organized into cells of three persons, with only one of them having contact outside of the cell. The three-man cell is the basic element of the movement; it has frequent meetings in order to receive orders and pass on information to the cell leader. These meetings are also very important for the cell members' encouragement of each other as well as for their morale. They should carry out self-criticism on the successes and failures in completing individual missions of subjective control. Coordination of the three-member cell provides a secure network for two- way communication, each member having contact with only one operational cell. Members shall not reveal in cell coordination meetings the identity of their contact in an Operational cell; they shall divulge only the nature of the activity in which the cell is involved, e.g., political party work, medical association work. There is no hierarchy of cells beyond an element of coordination with the Zone Commanders through whom direct, but secret, contact will be maintained with the commander of our guerrilla group in the operational area or zone. For every three Operational cells we need a coordination cell.

7 Deadly Mistakes To Be Avoided

Pages 825-826.

1. Use single or duo cell system. Several larger hierarchical networks/groups have been uncovered and brought down in both Europe and the US due to crucial mistakes that could easily have been avoided. Typical mistakes can be affiliations with individuals on government watch-lists, if you add the people from your group on Facebook etc. If you even as much as give indications that you are up to something to people you know, you are incriminating them (and thus, indirectly putting pressure on them to turn you in). A few years ago a large military nationalist network was brought down in the US (consisting of around 100 people). There were clear evidence that the individuals were linked (evidence from informants, phone logs etc) and they all received harsh sentences. The most rational approach would have been to create 50-100 cells and cutting contact with each other completely (12-24 months prior to the assaults). Instead this group worked as one big cell which made them very vulnerable. One key informant could bring down the whole network. Obviously, you are immune to informants/treason if you work alone.
2. The second mistake is inexperience. Assuming the enemy is stupid, underestimates the enemy's intelligence, thinks everything is easy and, as a result, leaves evidence that can lead to his apprehension. Because of his inexperience, he may also overestimate the resourcefulness of the enemy, believing them to be smarter than they really are. Allowing himself to be fooled by this presumption, he becomes intimidated and remains insecure and indecisive, paralyzed and lacking in audacity.

3. The third mistake is to select an overwhelmingly protected individual as a target for assassination. 12 failed attempts on an extremely well protected individual could have alternatively been 12 successful attacks on lesser targets executing more than 50 primary targets. Targets should still be influential. Obviously, focus on individuals who does not have armed body guards.
4. The fourth mistake is to boast about the actions you have undertaken or is about to undertake and to broadcast them to the four winds. It is good to have a strong sense of purpose but if you are afflicted by an excessive need to feed your ego, you are likely to trust sensitive information to individuals who will sell you out. If you are desperate for attention and for "love/appreciation/compliments" you are likely to take unnecessary risks that will end in your incarceration. Do not involve your ego by boasting about your success, operation or entering into a "competition" with other people. As a guerrilla, you are strictly prohibited from disclosing sensitive information to outsiders (whether they may sympathize with your core principles or not). I estimate that approximately 50% of all armed guerrillas in the west are are arrested and incarcerated before they even get the chance to execute their mission due to their incompetence in relation to their total lack of discretion.
5. The fifth mistake is to overestimate your partners strength/conviction and to undertake actions for which you, as yet, lack sufficient equipment or competence.
6. The sixth mistake is rash action. You lose patience, suffer an attack of nerves, do not wait for anything, and impetuously throw yourself into action, resulting in a failed operation.
7. The seventh mistake is to fail to plan things THOROUGHLY, and to act spontaneously.

Pages 829-831.

Funding Your Operation

Certain individuals will already have enough capital to fund an operation. 10 000-20 000 Euro would be sufficient for assassinations/executions of key category A or B traitors. The range of funds needed varies from 10 000 - 200 000 Euro (depending on the nature of the operation). Here are a few guidelines if you are completely broke or even indebted:

12 months of hard work (sales and marketing) would allow you to save approximately 30 000-50 000 Euro in many Western European countries. Furthermore, you will be able to apply for various credit and loan arrangements (credit cards or other long term/short term credit solutions) netting you from 20 000-100 000 Euro. This should be sufficient for any low to medium scale operation. Keep in mind that additional funds would give you more leeway and allow for more operational flexibility.

If criminal activities is the only available option for you, know this; It is politically and strategically justifiable to "expropriate" resources if it finances the armed struggle. This the primary factor that separates urban guerrillas from common criminals. Criminals rob for their own benefit while guerrillas expropriate in order to serve their cause.

Page 831.

Avoiding Suspicion

Present a "credible project/alibi" to your friends, co-workers and family. Announce to your closest friends, co-workers and family that you are pursuing a "project" that can

at least partly justify your "new pattern of activities" (isolation/travel) while in the planning phase.

Some good cover stories may be growing a strong interest in online gaming, writing a book, programming, fishing, hunting, and many other activities done alone. Activities that will justify somewhat why you are not answering your phone over long periods.

Using social taboos is an extremely effective method from preventing people who know you well from digging too much or ask too many questions about your activities that weekend or that year. It is also an extremely effective method for manipulating them into protecting your cover. It is shameful to be addicted to gaming or to be an active homosexual, and tell people that you yourself are ashamed of it and you don't want to talk any more about it. Make them swear to not tell anyone! You will have a cover story for being alone.

Avoid exposing your political conviction. Appear politically correct or at least moderate, dress normally. Try to limit your rhetorical activities. Avoid excessive forum posting. Excessive forum activity might get you "flagged" by your national government. These are all cynical and manipulative strategies but extremely effective. Lying to and manipulating other people is generally a bad thing and should be avoided if possible. However, the severity of our operation often requires us to be cynical, manipulative and pragmatical. We don't have to like it, but we occasionally have to do it.

Pages 840-841.

Diversify Risk By Dividing The Operation Into 4 Phases

1. Research phase. Storing certain information electronically in shorter or longer periods is unavoidable during the research phase (logistical strategies and bomb/weapon schematics etc). This information is usually stored on the individuals PC while doing research. Keep in mind that the planning of military operations/attacks (under terrorism laws) is illegal. A schematic or vague indications of a plan are not considered solid evidence unless backed by either witness testimony or either weapons or explosive components together with verifiable affiliations to terror groups.

2. Logistics. Before you start the logistics phase you need to store all relevant research/information on a memory stick and get rid of it (bury it in a moist proof sealed container far away from your home or completely encrypt it, you will acquire it again in phase 3). The reason is that any written plans combined with weapons or explosives are considered solid evidence. Also, you need to clear your PC hard drive. Deleting the information is not sufficient. You need physically destroy it, submerge it in liquid and dump it on the other side of town, or use Bleachbit. You are now set to start the logistics phase. Acquire the necessary weapons, ammo, body armor and explosives. As the "shopping phase" can last up to 12 months you should divide the total list into 4 batches. As soon as you have bought 25 or 33% of the list, seal it in a container and bury far from your home/base. Find separate locations for the next caches. The essence is to avoid having weapons/armor (evidence) in your base/home as it will incriminate you.

3. Assembly phase. Before you start this phase, you should keep in mind that phase 4 will be executed shortly after assembly. You should therefore ensure that you have completed all practical assignments (or private issues) before you start phase 3. This is the most risky phase. You are vulnerable as you will have all the equipment

(evidence) you have acquired readily available. Ensure that the assembly phase does not last longer than it should (7 days maximum).

4. Implementation/execution of operation. Assembly phase completed. You are now ready to start on your mission. Good luck and give them hell!

Pages 898-899.

The Black Market

Travel to any major city. If you are a French citizen for example, keep in mind that you want to avoid any interaction with groups in your own city as your local police force might be able to identify you and cross reference you with watch lists. Your national police force has many informants among criminal networks so avoid your own country as base for acquiring equipment. You might consider avoiding your neighboring country as well (depending on your country of origin of course) as individuals can identify your nationality or identity. If your nationality is uncovered and the information passed on to the local police department, they can risk being identified (by using customs info/air line etc). If possible, purchase a fake id (passport, bank ID or drivers license) in your own country and use it if you need to deceive anyone abroad. Never carry both id's on you at the same time (during any arms transaction). Never travel by plane. Rent a car in your country and drive to your destination.

Approach criminal networks cautiously and try to locate a local black market arms dealer. Present yourself as a gun collector. You might want to use a middle man/straw man for the actual transaction (a local drug dealer or any suitable individual and compensate him with a fixed or percentage based fee). Attempt to complete a "test transaction", in order to verify your intermediary's level of trust. Be prepared for the worst, do not carry large cash amounts (many will have nothing to offer and will try to rob, scam you). Do not reveal your political convictions. The criminals you are buying from could be white supremacist skinheads who would not take kindly to Communists, or Muslims and Latinos who would not take kindly to neo-Fascists.

Make for example 4 separate transactions:

1. Glock 17 + silencer.
2. Assault rifle.
3. Special ammo (armour penetration or hollow-point).
4. Splint grenades/shock grenades.

Characteristics Of The Urban Guerrilla

By Carlos Marighella

Source: [\[1\]](#) (Or pages 227-240 in [\[a\]](#), [\[b\]](#), and [\[c\]](#)).

The urban guerrilla is a person who fights the military dictatorship with weapons, using unconventional methods. A revolutionary and an ardent patriot, he is a fighter for his country's liberation, a friend of the people and of freedom. The area in which the urban guerrilla operates is in the large cities. There are also criminals or outlaws who work in the big cities. Many times, actions by criminals are taken to be actions by urban guerrillas.

The urban guerrilla, however, differs radically from the criminal. The criminal benefits personally from his actions, and attacks indiscriminately without distinguishing

between the exploiters and the exploited, which is why there are so many ordinary people among his victims. The urban guerrilla follows a political goal, and only attacks the government, the big businesses and the foreign imperialists.

Another element just as harmful to the guerrillas as the criminal, and also operating in the urban area, is the counterrevolutionary, who creates confusion, robs banks, throws bombs, kidnaps, assassinates, and commits the worst crimes imaginable against urban guerrillas, revolutionary priests, students, and citizens who oppose tyranny and seek liberty.

The urban guerrilla is an implacable enemy of the regime, and systematically inflicts damage on the authorities and on the people who dominate the country and exercise power. The primary task of the urban guerrilla is to distract, to wear down, to demoralize the military regime and its repressive forces, and also to attack and destroy the wealth and property of the foreign managers and the region's upper class.

The urban guerrilla is not afraid to dismantle and destroy the present economic, political and social system, for his aim is to aid the rural guerrillas and to help in the creation of a totally new and revolutionary social and political structure, with the armed population in power.

The urban guerrilla is characterized by his bravery and his decisive nature. He must be a good tactician, and a good marksman. The urban guerrilla must be a person of great cleverness to compensate for the fact that he is not sufficiently strong in weapons, ammunition and equipment.

The career military officers and the government police have modern weapons and transport, and can go about anywhere freely, using the force of their own strength. The urban guerrilla does not have such resources at his disposal, and leads a clandestine existence. The guerrilla may be a convicted person or one who is out on parole, and must then use false documents if possible.

Nevertheless, the urban guerrilla has an advantage over the conventional military or the police. It is that, while the military and the police act on behalf of the enemy, whom the people hate, the urban guerrilla defends a just cause, which is the people's cause.

The urban guerrilla's weapons are inferior to the enemy's, but from the moral point of view, the urban guerrilla has an undeniable superiority. This moral superiority is what sustains the urban guerrilla. Thanks to it, the urban guerrilla can accomplish his principle duty, which is to attack and survive.

The urban guerrilla has to capture or steal weapons from the enemy to be able to fight. Because his weapons are not uniform—since what he has are expropriated or have fallen into his hands in various ways—the urban guerrilla faces the problem of a variety of weapons and a shortage of ammunition. Moreover, he has no place in which to practice shooting and marksmanship. These difficulties have to be overcome, forcing the urban guerrillas to be imaginative and creative—qualities without which it would be impossible for him to carry out his role as a revolutionary.

The urban guerrilla must possess initiative, mobility and flexibility, as well as versatility and a command of any situation. Initiative especially is an indispensable quality. It is not always possible to foresee everything, and the urban guerrilla cannot let himself become confused, or wait for instructions. His duty is to act, to find

adequate solutions for each problem he faces, and to retreat. It is better to err acting than to do nothing for fear of making a mistake. Without initiative, there is no urban guerrilla warfare.

Other important qualities in the urban guerrilla are the following: to be a good walker, to be able to stand up against fatigue, hunger, rain or heat. To know how to hide, and how to be vigilant. To conquer the art of dissembling. Never to fear danger. To behave the same by day as by night. Not to act impetuously. To have unlimited patience. To remain calm and cool in the worst of conditions and situations. Never to leave a track or trail. Not to get discouraged.

In the face of the almost insurmountable difficulties in urban guerrilla warfare, sometimes comrades weaken and give up the fight.

The urban guerrilla is not a businessman in an urban company, nor is he an actor in a play. Urban guerrilla warfare, like rural guerrilla warfare, is a pledge which the guerrilla makes to himself. When he can no longer face the difficulties, or if he knows that he lacks the patience to wait, then it is better for him to relinquish his role before he betrays his pledge, for he clearly lacks the basic qualities necessary to be a guerrilla.

The urban guerrilla must know how to live among the people, and he must be careful not to appear strange and different from ordinary city life. He should not wear clothes that are different from those that other people wear. Elaborate and high-fashion clothing for men or women may often be a handicap if the urban guerrilla's mission takes him into working class neighborhoods, or sections where such dress is uncommon. The same care has to be taken if the urban guerrilla must move from the South of the country to the North, and vice versa.

The urban guerrilla must make his living through his job or his professional activity. If he is known and sought by the police, he must go underground, and sometimes must live hidden. Under such circumstances, the urban guerrilla cannot reveal his activity to anyone, since this information is always and only the responsibility of the revolutionary organization in which he is participating.

The urban guerrilla must have a great ability for observation. He must be well-informed about everything, particularly about the enemy's movements, and he must be very inquisitive and knowledgeable about the area in which he lives, operates, or travels through.

But the fundamental characteristic of the urban guerrilla is that he is a man who fights with weapons; given these circumstances, there is very little likelihood that he will be able to follow his normal profession for long without being identified by the police. The role of expropriation thus looms as clear as high noon. It is impossible for the urban guerrilla to exist and survive without fighting to expropriate.

Thus, the armed struggle of the urban guerrilla points towards two essential objectives:

1. the physical elimination of the leaders and assistants of the armed forces and of the police;
2. the expropriation of government resources and the wealth belonging to the enemy, with small expropriations used for the sustenance of the individual guerrillas and large ones for the maintenance of the revolutionary organization itself.

It is clear that the armed struggle of the urban guerrilla also has other objectives. But here we are referring to the two basic objectives, above all expropriation. It is necessary for every urban guerrilla to always keep in mind that he can only maintain his existence if he is able to kill the police and those dedicated to repression, and if he is determined—truly determined—to expropriate the wealth of the rich enemies.

Technical Preparation

No one can become an urban guerrilla without paying special attention to technical preparation. The technical preparation of the urban guerrilla runs from a concern for his physical condition to a knowledge of and apprenticeship in professions and skills of all kinds, particularly manual skills.

The urban guerrilla can have a strong physical constitution only if he trains systematically. He cannot be a good fighter if he has not learned the art of fighting. For that reason, the urban guerrilla must learn and practice the various forms of unarmed fighting, of attack, and of personal defense. Other useful forms of physical preparation are hiking, camping, the practice of survival in the woods, mountain climbing, rowing, swimming, skin diving and training as a frogman, fishing, harpooning, and the hunting of birds and of small and big game.

A knowledge of various types of ammunition and explosives is another aspect to consider. The use of incendiary bombs, smoke bombs, and other types is also indispensable prior training. To know how to improvise and repair weapons, prepare Molotov cocktails, grenades, mines, homemade destructive devices, how to blow up bridges, tear up and put out of service railroads and railroad cars, these are necessities in the technical preparation of the urban guerrilla that can never be considered unimportant.

The shot: the urban guerrilla's reason for existence, the basic condition in which he acts and survives, is to shoot. The urban guerrilla must know how to shoot well, because it is required by this type of combat.

In conventional warfare, combat is generally at a distance with long-range weapons. In unconventional warfare, in which urban guerrilla warfare is included, combat is at short range and often very close. To prevent his own death, the urban guerrilla must shoot first, and he cannot err in his shot. He cannot waste his ammunition because he does not possess large amounts, and so he must conserve it. Nor can he replace his ammunition quickly, since he is a part of a small team in which each guerrilla has to be able to look after himself. The urban guerrilla can lose no time, and thus has to be able to shoot at once.

One basic fact, which we want to emphasize completely, and whose importance cannot be overestimated, is that the urban guerrilla must not fire continuously, using up his ammunition. It may be that the enemy is responding to this fire precisely because he is waiting until the guerrilla's ammunition is all used up. At such a moment, without having the opportunity to replace his ammunition, the guerrilla faces a rain of enemy fire, and can be taken prisoner or killed.

In spite of the value of the surprise factor, which many times makes it unnecessary for the urban guerrilla to use his weapons, he cannot be allowed the luxury of entering combat without knowing how to shoot. And when face-to-face with the enemy, he

must always be moving from one position to another, since to stay in one place makes him a fixed target and, as such, very vulnerable.

The urban guerrilla's life depends on shooting, on his ability to handle his weapons well and to avoid being hit. When we speak of shooting, we speak of accuracy as well. Shooting must be practiced until it becomes a reflex action on the part of the urban guerrilla. To learn how to shoot and have good aim, the urban guerrilla must train himself systematically, utilizing every practice method shooting at targets, even in amusement parks and at home.

Shooting and marksmanship are the urban guerrilla's water and air. His perfection of the art of shooting may make him a special type of urban guerrilla—that is, a sniper, a category of solitary combatant indispensable in isolated actions. The sniper knows how to shoot at close range and at long range, and his weapons are appropriate for either type of shooting.

Sometimes the urban guerrilla may have to organize in groups when carrying out an operation.

A team of no more than four or five is called a firing group. A minimum of two firing groups, separated and insulated from other firing groups, directed and coordinated by one or two persons, this is what makes a firing team.

Within the firing group, there must be complete confidence among the members. The best shot, the one who knows best how to handle the weapon of choice, and the one who is a good leader is the person in charge of operations.

The firing group plans and executes urban guerrilla actions, obtains and stores weapons, and studies and corrects its own tactics.

When there are tasks planned by the strategic command, these tasks take preference. But there is no such thing as a firing group without its own initiative. For this reason, it is essential to avoid any rigidity in the guerrilla organization, in order to permit the greatest possible initiative on the part of the firing group. The old-type hierarchy, the style of the traditional revolutionaries, doesn't exist in our organization. This means that, except for the priority of the objectives set by the strategic command, any firing group can decide to raid a bank, to kidnap or execute an agent of the status quo, a figure identified with the reaction, or a foreign spy, and can carry out any type of propaganda or war of nerves against the enemy, without the need to consult with the general command.

No firing group can remain inactive waiting for orders from above. Its obligation is to act. Any single urban guerrilla who wants to establish a firing group and begin action can do so, and thus becomes a part of the organization.

This method of action eliminates the need for knowing who is carrying out which actions, since there is free initiative and the only important point is to greatly increase the volume of urban guerrilla activity in order to wear out the government and force it onto the defensive.

The firing group is the instrument of organized action. Within it, guerrilla operations and tactics are planned, launched and carried through to success. The general command counts on the firing groups to carry out objectives of a strategic nature, and to do so in any part of the country. For its part, the general command helps the firing

groups with their difficulties and with carrying out objectives of a strategic nature, and to do so in any part of the country.

The organization is an indestructible network of firing groups, and of coordinations among them, that functions simply and practically within a general command that also participates in attacks—an organization that exists for no other purpose than that of pure and simple revolutionary action.

What To Expect In Foreign Warfare

By Mukhtār Ḥassan

Sources: [\[1\]](#) and [\[2\]](#).

Pages 45-47.

Knowing what to expect when volunteering for foreign warfare is vital in order to avoid confusion, shock, and even depression. The psychological state of mind one is required to have in warfare is far removed from what we see in propaganda videos. In simple language, it's not all about the shooting and ambushing of the enemy; rather it is much greater than this. Here, we will be covering numerous points throughout this text. The transition in mindset is what one needs to focus on when reading through these points.

When coming to any war-zone, it is important to be able to speak the local language fluently. If one doesn't, they will have great difficulty in getting around and communicating with the fellow guerrillas. The biggest problem with this is not being able to talk, to hold a proper conversation, nor expressing oneself. At first, it doesn't bother one for some time as long as they know some basic expressions and words to get around. However, after weeks pass and time goes on, it starts to have an effect on the heart. One will start to realize the importance of socializing because they will be left out of discussions and will not know what's going on except when directly addressed to do something. One would begin to miss their homeland, the comforts, the easiness in life and so on.

A friend of mine who went for jihad in Afghanistan told me he was depressed for some time even though he had a translator at all times. When I inquired as to why, he told me that there was nobody he could really express himself to. This brings me to the next point.

Part of being able to express yourself properly is by helping a close and trustworthy friend of yours to join you in the war. He should be a friend that understands you, and whom you trust. In war, as we will see later, there will be long periods of downtime; so to have a companion is essential in staying steadfast and remaining patient. Of course, if you are unable to bring a companion, that doesn't excuse you from joining!

One should study the culture well before coming to the land. They should be aware of the dos and don'ts as well as the cultural practices which are impermissible in whatever ethical system the locals follow. In Yemen for example, one will see the people chewing [khat](#) nearly everywhere he goes. This is different from most other Muslim cultures, which consider doing so *haram* – forbidden. In addition, it's important to know how they dress, the dialect they speak and the local customs (such as how they conduct wedding celebrations, hand movements, etc.); this is so that you don't stand out as a foreigner entirely.

Now on what to bring and not to bring. When in war, one has to bear in mind that they will have to pack light since one will be constantly moving from one place to another and it wouldn't be practical to carry large suitcases everywhere one goes, especially if the car ride is tight. What I recommend is bringing a solid, well-built backpack that can last in any weather condition. Bring two to three pairs of clothes; don't worry about them getting dirty, since in nearly every base, you should be able to clean the clothes.

Bring your essential bodily cleaning items and associated gear appropriate to the weather, a water resistant wrist watch, flexible boots (bring an additional pair of sandals or flippers if going to a hot region, as walking around in boots all day will not be comfortable), a vest jacket with many pockets, a few books, a dictionary to understand the locals or signs, and a secured laptop. There will be some outlets for electricity in most war-zones, but they will not be as common as in the homeland.

Lifestyle Recommendations

By Anonymous

Before the guerrilla can defeat the enemy, he must first defeat the enemy within himself. Doing so will make the guerrilla an even more powerful force when carrying out the operation.

The guerrilla should eat 3 or 4 times a day with little or nothing in between and may fast in a simple 18/6 routine to build discipline. Eat healthy food if possible; no fast food, no candy (although high cocoa dark chocolate is acceptable), and no snacks. It is acceptable for the items mentioned to be eaten in celebration or if there is nothing else. They should also avoid consuming alcoholic beverages (which may worsen their performance or give them hangover the next day) and caffeine (which will over time make the drinker more dependent on it). Nutritional vegetables, meat, fish, and fruits. Research how many carbs, proteins, fats, and vitamins are in the foods you eat and do not overeat unless to gain bulk for bodybuilding.

Go to the gym or start a body weight routine. Having supportive friends at the gym can help to build motivation. Motivation will not last forever however, and must be solidified into discipline through hard work. Do not neglect cardio, go for a morning run. Take a cold shower if needed. Get 7-9 hours of good quality sleep every night, avoid stimulants in the late afternoon. Become a morning person and get up early. The guerrilla should ideally weigh anywhere from 70 kg to 95 kg (depending on their height) and should not be underweight or obese. Being overweight can be acceptable.

If you know what you are doing, taking anabolic steroids could help in becoming stronger. Beware of any side effects after long term use. It is advised for those sent on suicide missions to take anabolic steroids.

Avoid destructive habits such as overeating, wasting yourself on alcohol, smoking, consuming drugs, having sex with prostitutes, and excessively watching pornography or other garbage produced for consumerists who sit around all day. This is especially the case just before carrying out an operation. The guerrilla must be resilient during the mission. Pick up other better habits instead, such as reading books, philosophizing, and developing better plans. If frustration builds up, the gym can cool you down. Exercise takes out frustration and strengthens the guerrilla.

The terrorist must develop "one-point concentration." Do not be overburdened by many conflicts. Execute each conflict by each conflict. Do not be hopeless about the

“long road.” Think of the now. Do not be destroyed by losing to primal urges. Get back up and continue the process of ascension. The runner does not stop running when they stumble. The runner stands up after falling and continues running. Do what is right. Not what is easy.

During the operation: Are you ready to hold an ideal and or virtue so strongly that you are willing to suffer yourself for it? Are you even ready to spill your own blood and die for it? There is a high probability of you being killed in action, being imprisoned for many years or life and punished in other cruel manners as a guerrilla. You will also have to consider the actions you perpetrated for the rest of your life if you survive. The guerrilla must have a resilient mindset during the operation. Remember: Who, if not you? When, if not now? Show the status quo exactly what you think of them. Not by words. By knife. By bullet. By bomb. Only die after you have done your best.

How To Stay Motivated For Longer Periods

By Anders Behring Breivik

Sources: [\[1\]](#), [\[2\]](#), and [\[3\]](#).

Pages 835-837.

Being against the status quo is not for everyone. You are normally required to plan absolutely everything alone; fight alone to see your mission through and you are likely to die alone with half of your city's system protectors hunting you. However, I have never in my life felt that I have done anything more meaningful than what I am doing now regardless of the lack of moral support from my founding brothers or other guerrillas. Support from our extremely distributed and anonymous “non-hierarchy” out there would be nice but I have managed to cope through mental discipline to become what I am today; a self driven and highly effective manifestation of an independent cell. I have managed to stay focused and highly motivated for a duration of more than 9 years now. I feel really happy about my current course. In fact, I have never been happier than I am today and I do not find it problematical hide my true ideological agenda from everyone else. To all I know I am a moderate right-winger and not a resistance fighter. It isn't easy to reach this level of mental comfort and focus while at the same time working on something so important and serious. You have to overcome difficult initial psychological challenges and perform a slight subsequent mental check every single day until the operation is complete. This shouldn't be underestimated as it is perhaps the most important aspect of being a part of an cell network where you rely on being able to motivate yourself. Embracing martyrdom is not something you suddenly decide to do, but it is a process that takes time and requires effort and self contemplation. This is a factor that a majority of resistance fighters ignore and is why a majority of novices become demotivated after a certain period. They are not doing what is required of them due to lack of training, knowledge and eventually lose the will to fight due to lack of motivation. I do a mental check almost every day through meditation and philosophizing. I simulate/meditate while I go for a walk, playing my iPod in my neighborhood. This consists of a daily 40 minute walk while at the same time philosophizing ideologically/performing self indoctrination and the mental simulation of the operation while listening to motivational and inspiring music. I simulate various future scenarios relating to resistance efforts, confrontations with police, future interrogation scenarios, future court appearances, future media interviews etc. or I philosophize about certain articles in the book. This daily mental exercise or ritual keeps me fully motivated and charges my batteries. And I'm sure it can work for other people as well.

Learning the ability/rituals to motivate yourself and being able to follow this ritual on a daily basis is perhaps the most essential aspect of our armed resistance effort. One of the reasons why Muslims are so effective at guerrilla warfare is that they keep themselves motivated by praying five times a day and reciting motivational Suras from the Quran. Even the irreligious guerrilla must find motivation in ritual behavior.

Certain measures can and should be taken to balance/revitalize your psychological state of mind in situations when you feel completely demotivated and down during the various planning phases. At the end of the day; you are your own worst enemy, and demotivation leading to psychological breakdown and eventually to a scenario where a resistance fighter chooses to abandon the ideological cause is one of the most recurrent causes for individuals who lacks competence in revitalizing and balancing his psychological state of mind. It is absolutely essential that you learn and practice efficient rituals and various methods to maintain high moral and motivation. It is permitted and even encouraged that you seek whatever solutions that works for you including enjoying good food, sexual stimuli with a loved one, meditation and any and all methods that will contribute to keep your moral and motivation up.

These methods are considered as a quite efficient psychological stimulus which has the potency to boost your serotonin production and help you overcome any situation where you feel drained, scared, insecure, confused or demotivated. As overcoming continuous and often daily personal psychological barriers is at the very core of our challenges, using these tactical psychological methods and similar approaches should be considered an integral part of the planning phases to ensure that you remain in a balanced state of mind. A balanced state of mind (especially for single or duo cells) is required for any military operation which last over a longer period. You may be prevented from communicating and receiving a much needed "pat on the back" or encouraging comments from other cell members as you may be in a single or duo cell, relying on your own self-encouraging measures. Ensuring that you maintain a stable, motivated and focused mind is anything but absurd. Yes, for certain religious members, certain measures are obviously in violation to their religion's teachings but the amount of grace and divine goodwill generated at the point where you sacrifice everything (in the martyrdom operation) will provide you with an abundance of it, which will more than nullify any minor or serious sins committed prior to operation.

Becoming and maintaining the position as a self sufficient resistance sleeper cell involves the capability to motivate/indoctrinate yourself over a prolonged period of time. Self-financed and self-indoctrinated single individual attack cells, is the backbone of the movement against the status quo. The importance of the ability for single cell commanders to be able to keep their spirits and morale up through self-indoctrination and motivation by using specific motivational techniques has been stressed on multiple occasions.

I have previously stated that taking long walks/work out while listening to select music is a very efficient way of sustaining your needs in this regard. 3-5, 40-90 min walks/workouts per week has sustained my high morale, confidence and motivation for several years. When you combine this "ritual" with reading the occasional resistance blog you gain all the motivation you will ever need. Repeat these routines on a weekly basis and you will sustain your motivation and moral for as long as is needed. Keep in mind that from the initial planning of your operation to the actual effectuation of it, the time passed can exceed 2 years. The key to stay focused and motivated without taking the unacceptable risk of communicating with other revolutionaries, is to employ successful motivational techniques on your own.

Dealing With Law Enforcement

By Cpl. Vernon Itas

Sources: [\[1\]](#), [\[2\]](#), and [\[3\]](#).

Pages 185-187.

Golden Rule: Ask for a lawyer immediately upon contact and say nothing. Do not fall for the tricks which enemy law enforcement (LE) may play. Nothing you say can help you. Law enforcement officers are not in a position to offer you a plea deal, only the prosecution is, and even then you are guaranteed a politicized verdict for having opposed the status quo. Judges do not need to accept the plea bargain either. Law enforcement use various techniques to try and get a confession. They will try to minimize your behavior and make it seem wise to agree with them. This is a trick. An in-depth guide to law enforcement interrogation techniques is not required, because all of their techniques can be countered by refusing to speak and asking for a lawyer.

"So LE knocked on my door and asked to talk to me. They say that they know I have been up to no good, and that it will be better for me if I talk to them. What should I do?"

You should under no circumstances talk to LE. They are not your friends, although they may pretend to be. Anything you say can and will be used against you in court. In fact, anything you say will be twisted to put you in the worst possible light. Even if you think you are saying something innocent, LE can twist it against you. So it is best to say absolutely nothing. Don't try to outsmart them in an interrogation, this is not a game, if they think you are the sort of person that sees things as a game they will try and make you feel smarter than them when they question you, but in reality they are just getting you to talk more. When questioned by LE, you should immediately request to talk to your lawyer, and nothing more. Everything you say to LE should be said through a lawyer, in all cases.

Additionally, remember that destruction of evidence is a crime in many places (like the United States). Turning your computer off is not destruction of evidence, even if you are using whole disc encryption (and thus having the computer turned off makes the data inaccessible to the investigators); hitting your computer with a hammer, shooting it with you gun, or throwing it into your swimming pool when you see the police walking to your door is destruction of evidence, and you could be sent to prison for it (even if you are found "not guilty" of the crime itself). You can face a destruction of evidence charge even if the investigators manage to recover the evidence you tried to destroy. If you have incriminating evidence on your hard drive, you should be using encryption, not relying on your ability to destroy your computer.

"So it is looking like I am going to be doing a bid in prison, but I am being offered a deal if I turn states witness. Should I do this?"

It is true that you can in some cases get reduced sentences by becoming a confidential informant. But would you rather spend five years in prison getting abused and spit on, possibly killed, or spend ten years in prison being left alone for the most part? Snitches are despised more than anyone else in prison, and some of the people you will be locked up with have nothing to lose. Guards are known to reveal information on inmates to other inmates, so don't think you are going to keep your snitch status secret. Even if you are kept in protective custody you will not be safe,

when prison riots happen the first thing that happens is the inmates kill everyone in protective custody. In addition to putting your life in serious danger, helping the enemy makes you a coward and a hypocrite. Keep in mind that even if you take a deal to snitch, that has no legally binding power, your sentence is still up to the judge. Although the mandatory minimum is erased when you take a deal, you can still get the maximum sentence if the judge says so, even after you already snitched. This has been known to happen. Even if you get put in the witness protection program and given a new identity, people in witness protection can be traced. Snitching is never worth it and it is never the right thing to do. Don't do the crime if you can't do the time without snitching.

"So I got pulled over, or got a knock on my door, and LE is requesting to search my house or car. What should I do?"

Tell them no. Never consent to be searched or have your vehicle or house searched. Make them get a warrant. Even if you have nothing on you and your vehicle and house are clean, you should make them get a warrant. You don't want to make their job easier. If you don't consent to a search and they search anyways with no warrant then any evidence they gather can not be used in court. If you consent, they don't even need a warrant.

"So I got arrested and am being interrogated, what do I do? They say if I don't cooperate they are going to make things hell for me and put me in a holding cell with a bunch of gang members! But if I confess they will make things very easy for me."

Ask for your lawyer. If they don't immediately stop questioning you, continue asking for your lawyer. You don't ever want to say anything to cops. Even if they put you in a holding cell full of gang members, it is probably better to be there for a day than to confess and get sent with the same gang members for ten years. Anyways, most gang members are unlikely to mess with you if you just keep to yourself and don't cause any trouble with them. Keep in mind: police lie, secret service lie, they want you to confess, confessing or giving any information up is going to hurt you it is under no circumstances going to ever help you.

"If I ask a cop if they are a cop, they have to tell me right?"

No, cops do not have to tell you they are cops, neither do secret service. Undercover cops lie all the time. So do confidential informants. Be careful who you trust, even friends you have known your entire life can turn.

"But what about smoking weed or using other drugs? Can they do this too?"

Undercover cops can smoke weed, and I am sure they will have no issues using other drugs either. Someone using drugs does not mean that they are not a cop or secret service agent. It also doesn't mean they are not a confidential informant.

"But I am non-important / don't do anything wrong / am small time!"

Even if you do nothing wrong, most LE wants to screw you. The majority of them are not trying to protect and serve, but are trying to meet some alpha male requirement they subconsciously have. They feel important when they bring you down. Also, people tend to minimize what they do, so you are probably bigger than you would like to admit. Be proud but silent of your achievements for the revolution.

"When I talk online I like to say SWIM (someone who isn't me) instead of me or I. This keeps me safe right?"

No, this offers you no protection at all. People who say SWIM are just fooling themselves. People tend to like to have "security blanket security" where they convince themselves they are safe as long as they do some simple ritual (as opposed to taking actual security precautions, which are a bit more difficult). Security blanket security is dangerous, as it doesn't offer real security but makes you act as if you are secured.

Follow these precautions and law enforcement will have a harder time incriminating you. These precautions were written for an American audience and may be adapted to suit other regions. Some regions have lighter laws and some regions have stricter laws. Also, do not follow the advice espoused by 'sovereign citizens'. Police do not care about obscure laws and will break your car windows if you attempt to bring them up.

Acquiring Firearms In France

By Anonymous

Source: [\[1\]](#).

France is very draconian when it comes to laws regarding weapons. You do not even have the right to carry pepper spray in your bag! That's not a joke! So, if you don't want to desert during the ever-encroaching civil war, here is how to do so. For readers in regions with similarly strict laws, see [this page](#) for the specific laws where you live. The laws could be even stricter or slightly lighter. Just remember that in most regions, you need a medical certificate for getting a license.

Category D: Free access for 18+ individuals. You need no license for these. The most powerful thing you can buy and carry (only at home) is a black powder weapon made before 1900. These are most often in .44 or .36 (this one is better for penetration) caliber. One of the best guns you can buy is a Remington 1858 with maybe a .36 caliber and ogival paper-made cartridge. The worse issue is that black powder doesn't come with ammunition, you need to make it yourself. You take black powder, light paper for smoking and a fire-making component (amorçe). You can have the lower price for 300€, do not buy the "laiton" case, it's too weak, buy the steel one!

Category C & B: Try to act normally when visiting the medic. If you want a "real" gun, you will need to get a license. Some licenses have additional meaning to them. For example, getting a hunting license and then never hunting or getting a shooting license and then never attending the range may have the license taken away from you. Just spend some extra off time on those activities.

60€: Ball-trap license (cat. C)
50€+100€: Hunting license (cat. C)
200€: Shooting license (cat. C + B)

Category C: you have the following calibers only in bolt-action: .22LR, .222, .308 Winchester, 30-06 Springfield, and the most powerful one, .338 Lapua. Do not forget that it's only bolt-action and a maximum 9-rounds + 1 cartridge holder! The most interesting thing on category C: the shotgun! Actually it's not a real shotgun because the barrel is made like a carbine (it's rifled). Here are some good 'shotguns':

Remington 870 Express, Mossberg Maverick 88, and Fabarm STF12 (but it's really pricey ~1300€).

Category B: It is the beginning of serious stuff here. The stuff that could get you armed to the teeth. So here, you can get handguns in 9mm, .45 ACP, .357 Magnum, and all that stuff. You can get a semi-automatic rifle, 7.62x39 and 5.56, all those "war calibers".

Laboratory

By Anders Behring Breivik

Sources: [\[1\]](#), [\[2\]](#), and [\[3\]](#).

Pages 969-971.

You can probably survive using kitchen ware but considering the low cost of laboratory glass ware, I really recommend investing in the following items. The primary reason is because laboratory grade glassware is specifically designed for heating, while kitchen glass ware may break if heated directly on a hot plate with potentially fatal consequences. DO NOT under any circumstances use an open flame heater. Always use an electrical heater, preferably a hot plate stirrer. A majority of accidents relating to explosives involves open flames or individuals dropping explosive materials on the floor so be careful.

Many individuals make the mistake of using their urban apartment as a lab. Firstly; if anyone (neighbors, friends, family) sees you wearing a respirator face mask/hazmat suit they will notify the system protectors. If they accidentally find any of your equipment they may notify the system protectors. If anyone smells chemical odors in your block they will also notify the system protectors. Don't be an idiot and take unnecessary risks. Rent a small cottage/farm in an isolated place. If you can't afford to, then you shouldn't be working with explosives anyway and should consider limiting your operation to one which only requires guns.

- Rent a cottage in the rural parts of your country for this purpose. The cottage needs to have electricity and running water. Cost: 100-500 € per month. You probably need the place for at least 3 but up to 6 months depending on the quantity of explosives you intend to manufacture.
- Camouflaging your lab: invest in "fog stickers" to temporarily put on all windows, or use curtains. You may have to open 1-2 windows to ensure proper ventilation so make sure no one can look directly in by placing panels or something else to cover the lines of sight. Cost: 20-50 €.

Hardware, regulators, glassware, solvents, dry chemicals, acids, etc. stored in the laboratory must be isolated from each other in separate cooling bath to prevent breakage and to avoid other undesirable interactions.

Electrical equipment including varices, stirrers, vacuum pumps, etc. must not be powered by extension cords or frayed line cords. Grounded plugs must be used without exception; existing ungrounded plugs must be changed immediately (this will be too costly to avoid, shouldn't be a problem with good ventilation).

Carefully check glass vessels for star cracks, scratches or etching marks before each use. Cracks can increase the likelihood of breakage or may allow chemicals to leak into the vessel.

Seal glass centrifuge tubes with rubber stoppers clamped in place. Wrap the vessel with friction tape and shield with a metal screen. Alternatively, wrap with friction tape and surround the vessel with multiple layers of loose cloth, then clamp behind a safety shield.

Glass tubes with high-pressure sealers should be no more than 3/4 full.

Sealed bottles and tubes of flammable materials should be wrapped in cloth, placed behind a safety shield, then cooled slowly, first with an ice bath, then with dry ice.

Friction tape (electrical tape): The rubber based adhesive makes it an electrical insulator and provides a degree of protection from liquids and corrosion. In the past, friction tape was widely used by electricians, but PVC electrical tape has replaced it in most applications today.

When working with sensitive electrical components or volatile materials (such as papers/powders/flammable liquids) sparks and electrical discharge can cause catastrophic failure in sensitive electrical components and ignite volatile substances. Take steps to eliminate them: How to prevent static electricity: Hair, clothes and shoes are well known producers of static electricity. Ground the static by touching a grounded appliance, wiring a ground circuit, or by applying a neutralizing charge. Static accumulates in areas where the charge cannot escape.

Here are some methods to eliminate static electricity and/or buildup:

- Wire work surfaces to grounding points. Resistant "Touch Me First" grounding pads let users drain off any static charge they've accumulated without causing a spark or a shock. Wear static control wristbands, which are wired to grounding points (Do NOT wear them when working on CRT [Cathode Ray Tube] televisions or computer monitors. More than a few people have been killed when the strap touched a main capacitor).
- If nothing else is available, touch a grounded metal object once in a while to remove any charge from your body. Touching a water tap works extremely well. (as does touching a corner of a wall where there is metal stripping under the plaster) <- These molding strips are not always grounded!
- Professional devices are available that control static electricity by use of alpha-emitting devices containing Polonium.

Sparks from electrical equipment can serve as an ignition source for flammable or explosive vapors or combustible materials. Ensure that you have acceptable ventilation to prevent "explosive fume" buildup near powered electrical equipment.

All electrical cords should have sufficient insulation to prevent direct contact with wires. In a laboratory, it is particularly important to check all cords before each use, since corrosive chemicals or solvents may erode the insulation.

Damaged cords should be repaired or taken out of service immediately, especially in wet environments such as cold rooms and near water baths.

When it is necessary to handle equipment that is plugged in, be sure hands are dry and, when possible, wear non-conductive gloves and shoes with insulated soles. If it is safe to do so, work with only one hand, keeping the other hand at your side or in your pocket, away from all conductive material. This precaution reduces the likelihood of accidents that result in current passing through the chest cavity.

Minimize the use of electrical equipment in cold rooms or other areas where condensation is likely.

If water or a chemical is spilled onto equipment, shut off power at the main switch or circuit breaker and unplug the equipment.

Plug only equipment with three-prong plugs should be used in the laboratory. The third prong provides a path to ground for internal electrical short circuits, thereby protecting the user from a potential electrical shock.

Circuit protection devices are designed to automatically limit or shut off the flow of electricity in the event of a ground-fault, overload or short circuit in the wiring system. Ground-fault circuit interrupters, circuit breakers and fuses are three well-known examples of such devices.

Fuses and circuit breakers prevent over-heating of wires and components that might otherwise create fire hazards. They disconnect the circuit when it becomes overloaded. This overload protection is very useful for equipment that is left on for extended periods of time, such as stirrers, vacuum pumps, drying ovens, Variacs and other electrical equipment.

The ground-fault circuit interrupter, or GFCI, is designed to shutoff electric power if a ground fault is detected, protecting the user from a potential electrical shock. The GFCI is particularly useful near sinks and wet locations. Since GFCIs can cause equipment to shutdown unexpectedly, they may not be appropriate for certain apparatus. Portable GFCI adapters (available in most safety supply catalogs) may be used with a non-GFCI outlet.

Equipment

- Bucket of cold water: 5 € (any kitchen store).
- Fire extinguisher: 100 € (various stores).
- Hazmat suit. For example: Lakeland DuPont HazMat Suit Tychem: 11-50 USD (Ebay). A hazmat suit with boots and hood isn't necessarily needed for making explosives. It is however needed for handling potent poisons. Considering how inexpensive it is, you might as well use one while creating explosives.
- 3M 6800 full face respirator with appropriate filters (choose Organic Vapor/Organic Vapor- Acid/Organic Vapor-Acid-Gas filters) depending on the chemicals you will be working with. You can buy this face-mask with filters from Ebay for as low as 100 USD.
- Freezer: 50-100 € (second hand item, don't put chemicals in your food freezer, to avoid contaminating your food, you need a separate one). Most freezers are able to go as low as -30 °C.
- Refrigerator: 50-100 € (second hand item, don't put chemicals in your food refrigerator, you need a separate one)
- Hot Plate Stirrer: 200 € (second hand or new item). I would really recommend investing in a hot plate stirrer. It's a magnetic stirrer with adjustable stirring speed and adjustable heating so that you may heat up certain compounds (in beakers or conical flasks) without the dreadful task of stirring for 1-2 hours straight. Check Ebay and choose a Chinese supplier. I got mine for 200 Euro, shipping included (found the supplier on Ebay). European versions cost 500-1000 € in comparison.

Glass ware and other basic lab equipment:

- 1 x Funnel, glass 70 mm: 5 €.
- 1 x Funnel, glass 50 mm: 4 €.

4 x Funnel, plastic 100 mm: 8 € (purification through coffee filter x 4).
 1 x Plastic funnel PP 45 mm: 2 €.
 1 x Thermometer -40-+110: 4 € (for oven).
 2 x Thermometer -10-+110: 4 € (20 cm long glass variant).
 1 x Graduated Cylinder 500 ml: 18 € (for measuring liquids).
 1 x Crystallization cup 140-400 mm: 14-50 (a lasagna glass dish is a cheaper alt).
 2 x Glass Beaker 2000 ml: 47 €.
 2 x Glass Beaker 1000 ml: 27 €.
 4 x Glass Beaker 600 ml: 24 €.
 2 x Glass Beaker 250 ml: 12 €.
 1 x Beaker-tongs: 7 (tongs to grab boiling hot beakers).
 1 x Conical Flask (Erlenmeyer Flask) 1000 ml: 14 €.
 1 x Conical Flask 500 ml NN (narrow neck): 8 €.
 1 x Conical Flask 500 ml WN (wide neck): 8 €.
 6 x Pharmaceutical Bottle, glass (dark brown) 200 ml: 8 € (storage of detonator. charge/primary explosive underwater).
 2 x Pharmaceutical Bottle, glass (dark brown) 500 ml: 4 € (storage of primary explosive).
 3 x Pharmaceutical Bottle, glass (dark brown) 1000 ml: 7 € (storage of primary explosive).
 1 x pH-paper 0-14, 100 strips: 11 €.
 1 x Porcelain Dish 80 mm: 2 € (for boiling on top of conical flask).
 2 x Glass rod, stirring rod 6 x 200 mm: 2 €.
 5 x Drop counter: 5 €.
 1 x Acid resistant gloves: 6 €.
 100 x Latex Gloves: 11 €.
 1 x Lab-apron: 9 €.
 1 x Mortar w. Pestle 100 mm: 11 €.
 2 x Pipette bottle, plastic 100 ml: 2 €.
 2 x Plastic box, storage, square 500 ml: 6 €.
 1 x Plastic box, storage, square 250 ml: 2 €.
 1 x Plastic box, storage, square 100 ml: 2 €.
 1 x Spoon with spatulas, 150 mm: 2 €.
 1 x Spatulas 21 cm: 049610 - 14 - 2 €.
 1 x Cleaning brush: 4 €.
 1 x Beaker brush 21 cm: 3 €.
 1 x Tube brush 400 mm: 5 €.
 2 x Plastic container 31 x 43 x 15: 19 € (for evaporation of liquids).
 25 x Syringe and needle, 1 ml: 6 € (for injecting pure nicotine into hollow bullets).
 100 x Filter paper 125-200 mm: 3 € (fits into large funnels).
 1 x Single electrical cooking plate: 23 € (in case you need an extra).

There was a minimum order of 10 for certain items from the supplier I selected. Therefore, I had to buy more glass beakers and conical flasks than needed. Still, I have only listed the required amount of equipment and not the surplus amount I bought. Conical flasks are often better than beakers due to the ease of using funnels etc. in them, + the liquid inside doesn't evaporate as quickly due to the narrow neck of the conical flask.

End note: I tried to contact three international suppliers of second hand lab ware (one German, one British and one US) but they all advised me to just order from a national/local supplier, as glass ware is usually bought locally/nationally due to their relatively low cost. So just contact for example the local supplier in your country who supplies high schools and colleges/universities or alternative suppliers.

Manufacturing Explosives - Worth It Or Not?

By Anders Behring Breivik

Sources: [\[1\]](#), [\[2\]](#), and [\[3\]](#).

Pages 972-973.

Everyone should be aware of the fact that Western intelligence agencies have successfully uncovered and apprehended 200-300 Jihadi cells on European soil since 9/11. 95%+ of them were in the process of creating explosives. Imagine if these individuals had ignored explosives altogether and instead focused on small arms operations. If they had, they would have successfully murdered more than 1000 infidels by now. These were all Mujaheddin though with an apparently rigid mentality.

All guerrillas must ask themselves; should I manufacture explosives or just stick to fire arms? This decision really boils down to what you expect to accomplish. A well planned assault with an assault rifle may kill 30 people, while an unsuccessful explosive manufacturing process might result in 1 dead guerrilla and thus 0 enemy executions. Also, there is a 30% chance of being apprehended during an explosive manufacturing process (for a non-blacklisted person with no criminal record) which doubles for every person involved. For a blacklisted individual (blacklisted by the intelligence agency) there is less than 10% chance for success with the manufacture of explosives. If he includes 3 other blacklisted individuals this 10% chance is reduced to 3%.

So the question remains; is it really worth risking your life for a military operation with only 3% success rate? It is probably worth it if you have a realistic chance (50%+) of successfully creating a 500 kg truck bomb, which has the capability to destroy a medium or large building, thus instantly executing many enemies depending on how crowded the building is. However, if your bomb is only likely to have the capacity to kill 1-15 individuals, you are probably better off focusing on perfecting a small arms operation. Because a small arms operation should result in 10-30 executions for single cell operations, 20-60 executions for duo cell and 30-90 executions for triple cell. So before you decide whether you want to incorporate an explosive component to your operation; be pragmatic and always choose a realistic option which reflects your capabilities. Never choose operations which has a lower than 50% success rate, unless the payoff is exceptionally high. Be ambitious but at the same time; don't be naive. The manufacturing of explosives is not for anyone and should NOT be the goal for everyone. A successful mission MUST be the ultimate goal for any and all guerrillas, and for the most part; this will include limiting your operation to small arms shock attacks of undefended concentrations of enemies.

Detonator

By Anders Behring Breivik

Sources: [\[1\]](#), [\[2\]](#), and [\[3\]](#).

Pages 973-974.

A detonator (also called a blasting cap) is a small sensitive primary explosive device usually prepared with no more than 6-30 grams of primary explosives. They are generally used to detonate a larger, more powerful and less sensitive secondary

explosive. The detonator itself could be a plastic straw neatly inside of metal tubing or a rolled up piece of paper (less preferable). Just ensure that the activation of the detonator will be enough to detonate the rest of the explosives.

Most blasting caps contain what is called a primary explosive. A blasting cap may also contain a booster, another explosive to make the cap more powerful, and thus more reliable for detonating secondary stable explosives. Primary explosives can detonate by the action of a relatively weak mechanical shock or by a spark; if used in the form of blasting caps, they initiate the booster which then initiates the main explosive. They are also filled in percussion caps mixed with friction agents and other components. An initiating explosive must be highly briscant and must have a high triggering velocity. The most important/popular primary explosives are Mercury(II) Fulminate, DDNP (diazodinitrophenol), Acetone Peroxide (TATP), HMTD (Hexamethylene Triperoxide Diamine), and Lead Azide.

The recommended primary explosive is DDNP because it's non toxic, easy to make and not too sensitive. The sensitivity of DDNP to friction is much less than that of mercury fulminate, but it is approximately that of lead azide. DDNP is used with other materials to form priming mixtures, particularly where a high sensitivity to flame or heat is desired. DDNP is often used as an initiating explosive in propellant primer devices and is a substitute for lead styphnate in what are termed "non-toxic" (lead free) priming explosive compositions.

Fuse

By Cpl. Vernon Itas

Sources: [\[1\]](#), [\[2\]](#), and [\[3\]](#).

Page 586.

The oldest form of explosive ignition, fuses are perhaps the favorite type of simple ignition system. By simply placing a piece of waterproof fuse in a device, one can have almost guaranteed ignition. Modern waterproof fuse (such as visco fuse) is extremely reliable, burning at a rate of about 2.5 seconds to the inch. It is available as model rocketry fuse in most hobby shops, and costs about \$3.00 for a nine-foot length. Fuse is a popular ignition system for pipe bombers because of its simplicity. All that need be done is light it with a match or lighter.

Grenade Ignition System

By Cpl. Vernon Itas

Sources: [\[1\]](#), [\[2\]](#), and [\[3\]](#).

Page 586.

Of course, if the Army had fuses like this, then the grenade, which uses fuse ignition, would be very impracticable. If a grenade ignition system can be acquired, by all means, it is the most effective. But, since such things do not just float around, the next best thing is to prepare a fuse system which does not require the use of a match or lighter, but still retains its simplicity. One such method is described below (beware that this design will degrade over time and have to be replaced after around 2 weeks):

- Strike-on-cover type matches.
- Electrical tape or duct tape.
- Waterproof fuse.

1) To determine the burn rate of a particular type of fuse, simply measure a 6 inch or longer piece of fuse and ignite it. With a stopwatch, press the start button the at the instant when the fuse lights, and stop the watch when the fuse reaches its end. Divide the time of burn by the length of fuse, and you have the burn rate of the fuse, in seconds per inch. This will be shown below: Suppose an eight inch piece of fuse is burned, and its complete time of combustion is 20 seconds.20 seconds

----- = 2.5 seconds per inch.

8 inches

If a delay of 10 seconds was desired with this fuse, divide the desired time by the number of seconds per inch:

10 seconds

----- = 4 inches

2.5 seconds / inch

NOTE: THE LENGTH OF FUSE HERE MEANS LENGTH OF FUSE TO THE POWDER. SOME FUSE, AT LEAST AN INCH, SHOULD BE INSIDE THE DEVICE. ALWAYS ADD THIS EXTRA INCH, AND PUT THIS EXTRA INCH AN INCH INTO THE DEVICE!!!

2) After deciding how long a delay is desired before the explosive device is to go off, add about 1/2 an inch to the premeasured amount of fuse, and cut it off.

3) Carefully remove the cardboard matches from the paper match case. Do not pull off individual matches; keep all the matches attached to the cardboard base. Take one of the cardboard match sections, and leave the other one to make a second igniter.

4) Wrap the matches around the end of the fuse, with the heads of the matches touching the very end of the fuse. Tape them there securely, making sure not to put tape over the match heads. Make sure they are very secure by pulling on them at the base of the assembly. They should not be able to move.

5) Wrap the cover of the matches around the matches attached to the fuse, making sure that the striker paper is below the match heads and the striker faces the match heads. Tape the paper so that is fairly tight around the matches. Do not tape the cover of the striker to the fuse or to the matches. Leave enough of the match book to pull on for ignition.

6) The match book is wrapped around the matches, and is taped to itself. The matches are taped to the fuse. The striker will rub against the match heads when the match book is pulled.

7) When ready to use, simply pull on the match paper. It should pull the striking paper across the match heads with enough friction to light them. In turn, the burning match heads will light the fuse, since it adjacent to the burning match heads.

```

\          /
\          / ----- match book cover
\          /
|    M|f|M ---|----- match head
|    A|u|A |
|    T|s|T |
|    C|e|C |
|tapeH|.|Htape|
|    |f|    |
|#####|u|#####|----- striking paper
|#####|s|#####|
\    |e|    /
\    |.|    /
\    |f|    /
\    |u|    /
|ta|s|pe|
|ta|e|pe|
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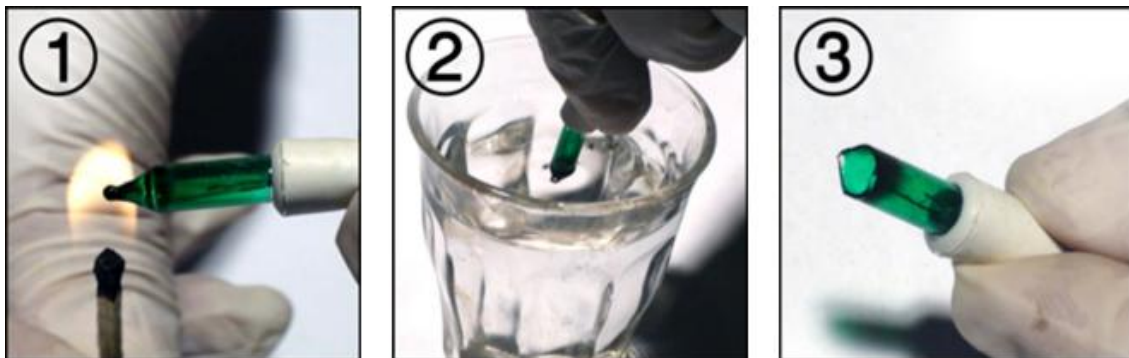
Timing Device

By The AQ Chef

Sources: [\[1\]](#) and [\[2\]](#).

Pages 35-39.

We will be making a timed detonator with a decoration lamp and an analog clock. We will proceed to break the top of the lamp by heating it. Make sure the filament does not break. The filament is the part which when electricity passes through it, it glows and produces light. The detonator will be placed in the lamp when it is assembled to the bomb.



1. Heat the head of the lamp until it becomes black.
2. Place the lamp immediately in water while it is still hot.
3. Strike the tip of the lamp and it will break.

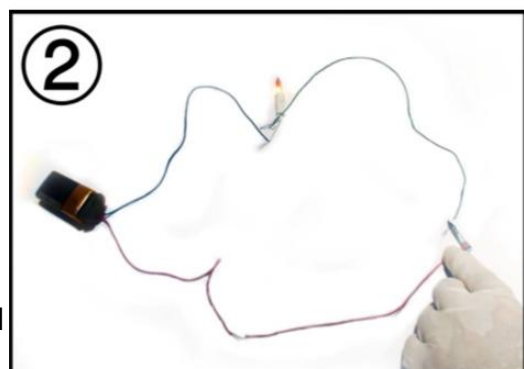
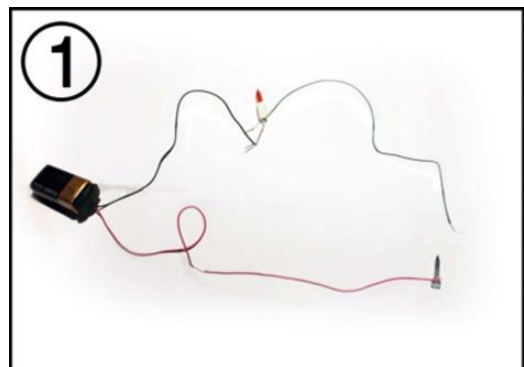
The importance of the electricity source in the explosive device is that it is the key in igniting the device. The electricity that is sufficient to turn on the small lamp is sufficient to cause the explosion. This electric current may reach to the lamp directly through a battery, by a timed circuit or by a remote controlled circuit. The timed circuit is simple and effective.

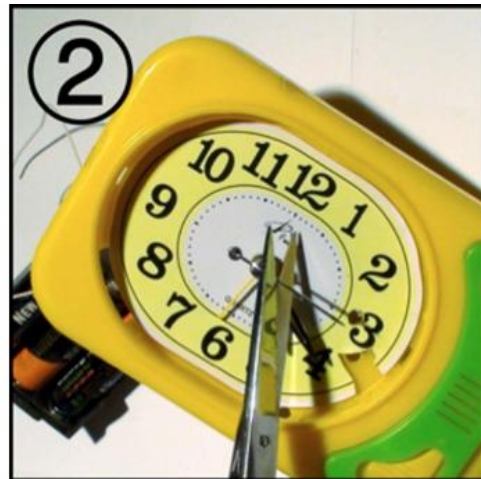
The circuit is composed of:

- A 9V battery.
- A wire connected to the “+” of the battery and a nail (the red wire).
- A wire connected to the “-” of the battery and a test lamp (the black wire).
- We connect from the other pole of the lamp a green wire. When this wire touches the nail the circuit is closed and the lamp should light.

Note: the colors of the wires here are for demonstration purposes.

Now to set the clock. Connect the green wire which is connected to the lamp to one of the clock arms. Insert the nail into the clock face. This way when the arm of the clock moves it will touch the nail and the lamp would light.



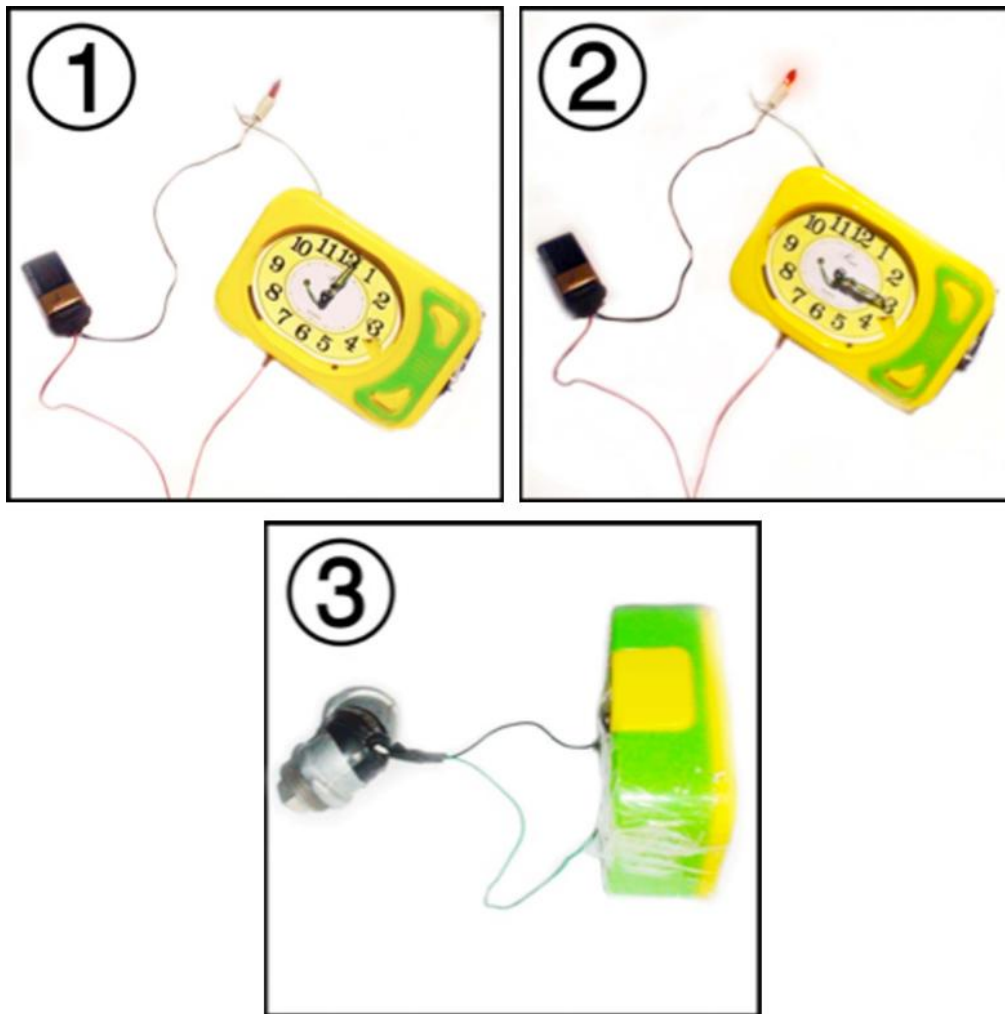


1. Disassemble the clock.
2. If you want to set up the explosion to occur within an hour, cut off the arms of the clock except for the minutes arm. If you want more than an hour, you cut off all arms except for the hour one.
3. Make a hole in the face of the clock and insert the nail.
4. Insert the through the hole and connect the green wire to the hour arm. Make another hole if necessary for the green wire.

1. Figure 1 (see next page) displays the electric circuit in the clock when the hour arm hasn't touched the nail.
2. Figure 2 displays the electric circuit in the clock when the hour arm has touched the nail, lighting up the lamp.
3. Now disconnect the test lamp from the circuit and connect instead of it the two wires coming out of the bomb. When the circuit is connected as in step two, the device would explode. You may hide the 9V battery inside the clock if you want to.

Take notice of the following:

- Make sure to cover all wires and also cover the battery in order to prevent any unwanted electric connections.
- Test the clock at least ten times on a test lamp to make sure it is working properly.
- It is better to use a small clock if concealment is important to you.



Remote Control Device

By The AQ Chef

Source: [\[1\]](#).

Pages 32-39.

Detonating your explosive device can be done using many methods. In the first issue of Inspire, the AQ Chef discussed detonation by way of a clock. That is, you set the time on a clock, which is wired up to the bomb. When the time you chose is hit by the hour hand, the bomb detonates. This is ideal if you are trying to get as far away as possible from the scene. Its downside is that it is completely oblivious to the situation on the ground that may require an immediate or delayed detonation. The evident solution to that is to make the human being in control of the timing. In this section, we will explore how to make your own remote detonation device.

For the experiment, we purchased a motorcycle alarm set that is in the price range of fifteen to thirty dollars. What you will need for this experiment is the remote, the receiver, alarm speaker's wire, one 9V battery or more depending on your need, a 9V battery connector, a small lamp light, pliers, screwdriver, washing machine timer, duct tape and a digital multimeter. The use of the washing machine timer is recommended. Its main purpose is to provide safety on the receiver. We will be discussing this in later steps.

The following comes in the box:

- Remote.
- Receiver.
- Alarm speaker's wire.

The following is separate:

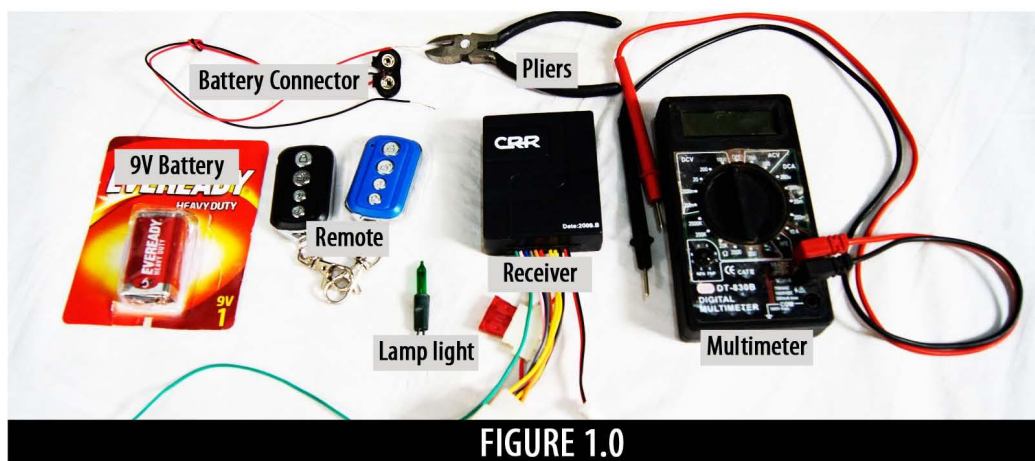
- One or more 9V batteries.
- 9V battery connector w/wires.
- Lamp light.
- Pliers.
- Screwdriver.
- Washing machine timer.
- Duct tape.
- Digital multimeter.

It is important to remember that we are using an alarm device for a motorcycle. If you use a car's alarm, you may or may not be able to follow our directions precisely depending on what you buy. The benefit in using the motorcycle alarm is that it is cheaper in contrast to the car alarm which is more expensive but has a greater range.

Throughout the remainder of the instructions, the positive (+) is in reference to the red wire whereas the negative (-) is in reference to the black wire.

Do not use an analog multimeter. They can cause the bomb to detonate upon hook-up.

The two yellow wires should be the wires for the lamp connection. If this is not the case for you, then after cutting the wires from the plastic connection as in Step 2, you strip the coating off of them and test out which one of them has a voltage (through the use of the multimeter). When you find those two wires, you will use them to connect to the lamp.



1. Take the alarm speaker and clip the wires off of it. Then do the same for the receiver wires that connect to the alarm speaker as seen in Figure 1.2 on the following page. This will leave you with the two wires. Strip the coating of the wires ends using the pliers. Keep them aside for now.

2. Cut all the wires from the plastic connections that are attached as seen in Figure 1.4.

3. Figure 1.5 shows the red wire going through the plastic connection; this is the positive (+). Inside the plastic connection is a fuse that we won't be using, so proceed with cutting it out as seen in Figure 1.6.



FIGURE 1.1

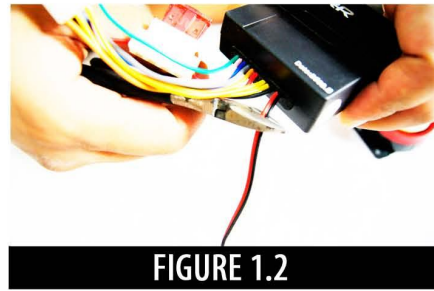


FIGURE 1.2



FIGURE 1.3

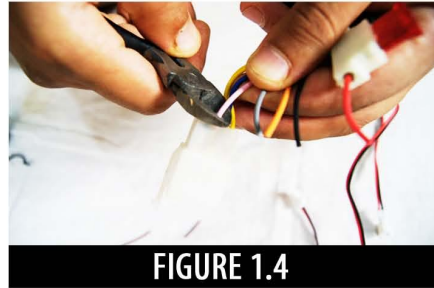


FIGURE 1.4

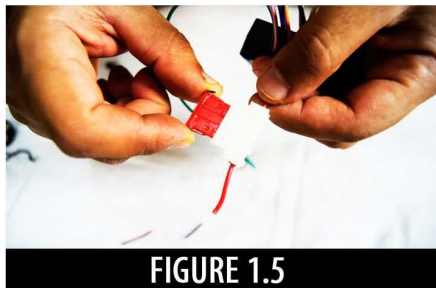


FIGURE 1.5

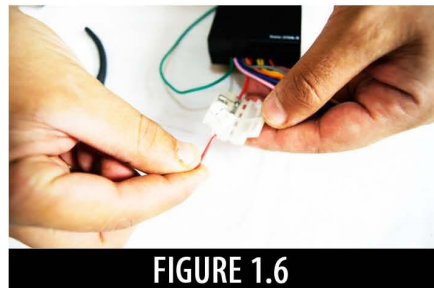


FIGURE 1.6

4. Figure 1.7 below displays two yellow wires. If they are not yellow in your set, then know that the two wires with the same color are usually the ones you need. Obviously you would need to test to verify that this is the case because different makers of remote controls could have different specs.

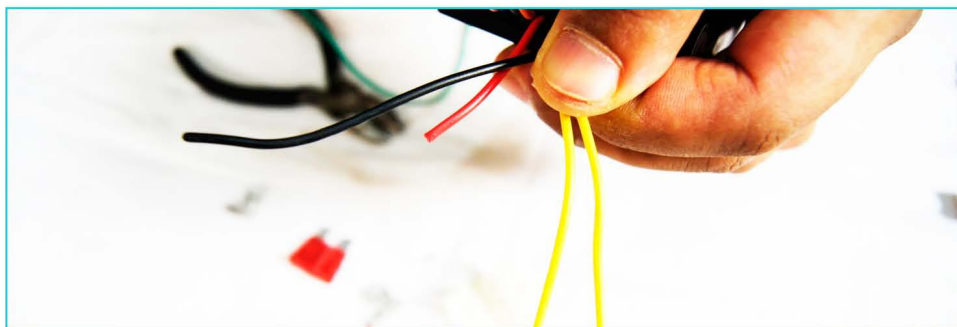


Figure 1.7: In the manuals of three remote control sets that we possess, we always found that the two wires with the same color are the ones we needed and according to the manuals, these were to be connected to the right and left signals of the car or motorcycle.

5. After confirming which wires are needed, cut off the rest as seen in Figure 1.8. Make sure to leave the antenna intact since it is the wireless signal to your remote. The antenna in this remote is the green wire. In other remotes it could be a rod instead of a wire.

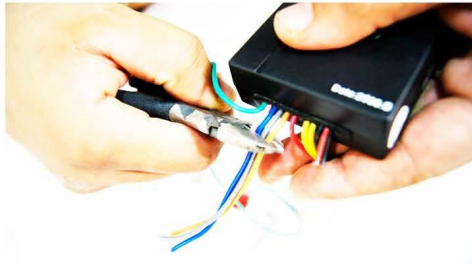


FIGURE 1.8



FIGURE 1.9

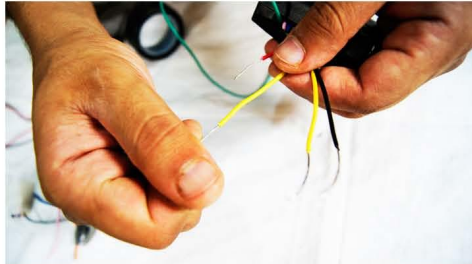


FIGURE 2.0

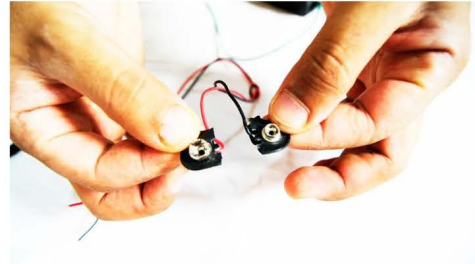


FIGURE 2.1

6. Wrap duct tape around the tips of the wires.

7. Remove the coating from the wires and twist them as seen in Figure 2.0.

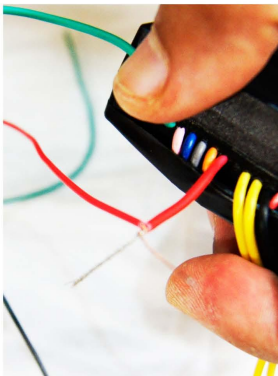


FIGURE 2.2



FIGURE 2.3

8. Cut the 9V battery connection as shown in Figure 2.1.

9. We will now incorporate the battery connector into our steps and connect it with the receiver. Do that by wrapping the positive (+) of the battery connector to the positive (+) of the receiver. Then wrap the negative (-) of the battery connector to the negative (-) of the receiver as seen in Figures 2.2 and 2.3.

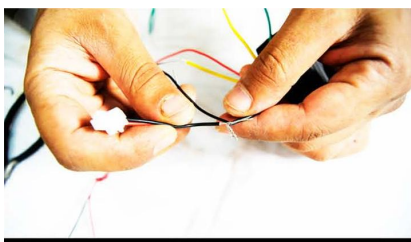


FIGURE 2.4

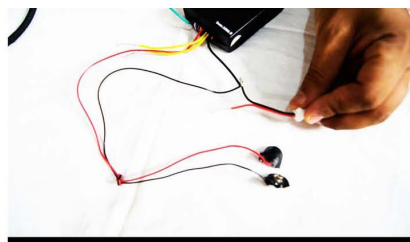


FIGURE 2.5

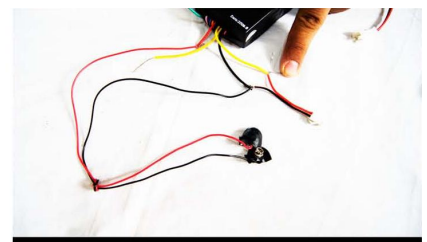


FIGURE 2.6

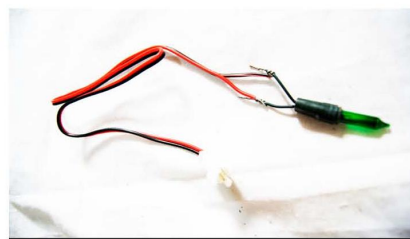


FIGURE 2.7

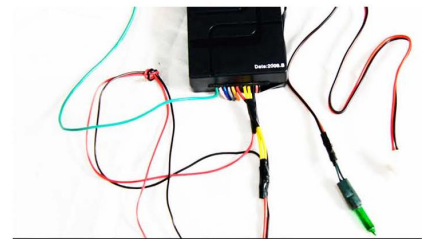


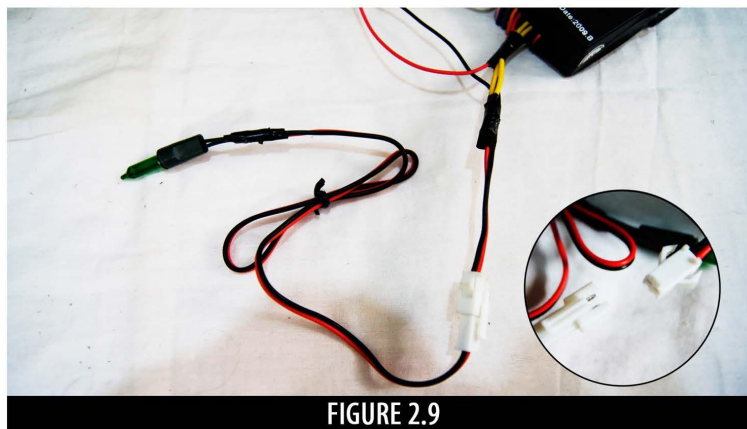
FIGURE 2.8

10. As shown in Figure 2.4 for the plastic connection that we had previously cut from the receiver, wrap one of the wires (it doesn't matter which one) of it to the negative (-) of the battery connector and the negative (-) of the receiver. That way, the negative (-) coming from the plastic connection is connected to both the battery connector and receiver as seen in Figure 2.5. Then with the other wire from the plastic connection, wrap it with either one of the yellow wires as shown in Figure 2.6 or with both. The benefit of using both yellow wires is two-fold. Firstly, it will give the circuit more voltage. Secondly, if one of the wires is defective, the other would suffice.

11. Wrap the wires from the alarm speaker that we had earlier cut off with the lamp light as seen in Figure 2.7.

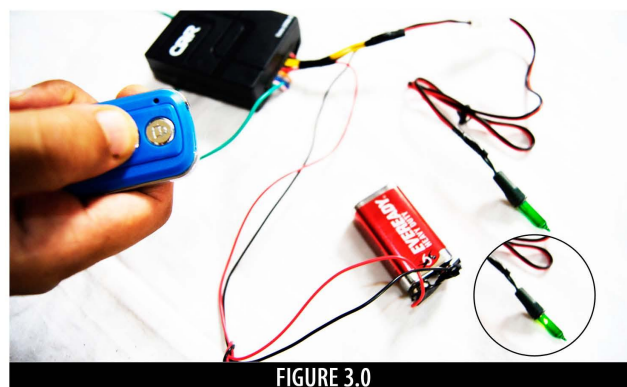
12. Figure 2.8 shows duct tape wrapped on all the exposed wires.

13. Connect the male plastic connection from the receiver to the female plastic connection from the lamp light as shown in Figure 2.9 below.



14. Connect the battery connector to the 9V battery. Press the unlock button on the remote for testing. If the connection is right, the lamp will light as shown in Figure 3.0.

15. To increase the voltage, increase the number of batteries. Figure 3.1 shows how to use three batteries. Use duct tape to ensure the stability of the batteries. When testing, notice the difference in the light between Figures 3.0 and 3.1. This ends the general assembly of the remote control detonation. It is now ready for use but there are further steps to take for the purposes of safety and ease.



The multimeter or voltmeter helps in discovering any defects in the circuit. Hook it up in replacement of the lamplight to test the circuit. You need to place the dial as shown in the zoomed image above. If you want to test the batteries, then move the dial to 20 DCV.

To prevent accidental pressing of the buttons thus causing an unwanted detonation, then follow the images shown below. Unscrew the remote, remove all buttons except the unlocking one, and do the same for the buttons on the circuit board.



FIGURE 3.2

A washing machine timer is used for safety on the receiver; it is what keeps the circuit connected and disconnected. It can also take the place of the remote and act as a timer for detonation. The timers shown in Figure 3.3 give a five-minute delay. Bombs can explode accidentally when there is no timer involved. Friction can be enough to detonate the device.



FIGURE 3.3

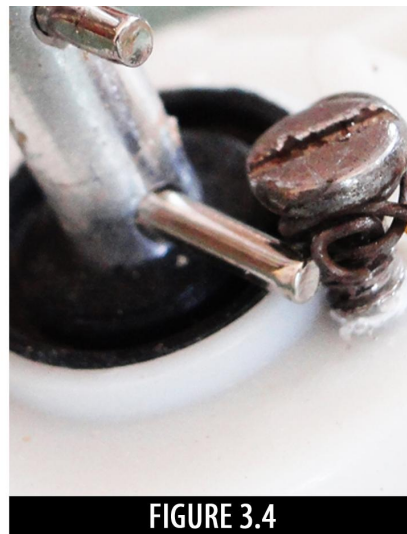


FIGURE 3.4

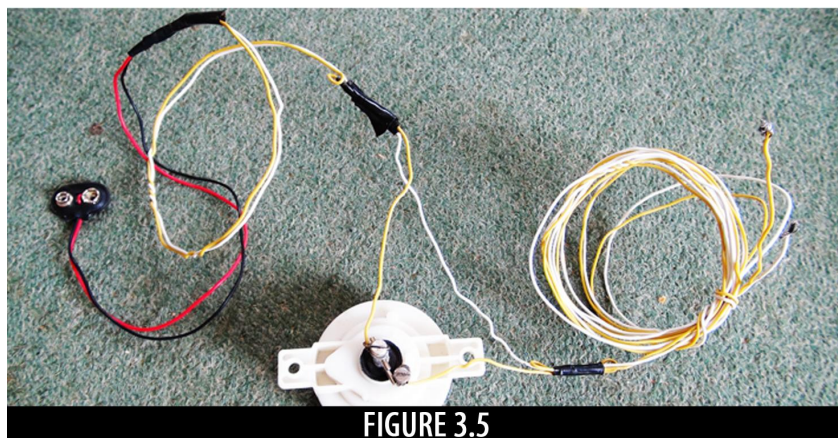


FIGURE 3.5

1. Screw a nail into the timer as shown in Figure 3.4.

2. The yellow wire that is going from the battery connector to the receiver is cut in the middle. One end of the wire is connected to the screw and the other is connected the metal rod protruding from the knob. The timer in this configuration serves as a terminator of the circuit. Refer to Figure 3.5.

3. Connect the wires as shown in Figure 3.5 (white is negative (-) and yellow is positive (+)). Notice that the cut must be in the positive (+). That is because the negative (-) charge could be delivered by a multitude of objects – such as friction – and this could cause accidental detonation. Therefore it should be wrapped with duct tape.

If you are assembling the bomb far away from the target, hook a small wire in the timer and around the metal rod to stop it from turning. When you reach the target, simply remove the wire and the timer will continue ticking.

When placing the timer with the IED at the place of destination:

- a. Connect the detonator to the receiver (in place of the lamp).
- b. Turn the knob on the timer to the time needed.
- c. Connect the battery.
- d. Place the detonator in the IED, situate it at the place of target and walk away.
- e. When the time set on the timer is over, you are now ready to detonate the device using the remote.

If you need to disassemble the IED from its location follow these steps:

- a. Turn the metal rod on the timer in order to disconnect the circuit.
- b. Disconnect the battery and the detonator.

In case the lamp doesn't turn on or you do not get a reading on the multimeter, then keep the wires that are connected to the negative (-) of the battery connector and the negative (-) of the receiver as they are and then test every other wire on the receiver by connecting it to the other end of the lamp or the multimeter. If the connections are right, the multimeter should show a reading of the voltage when pressing the unlock button on the remote control. It also depends on the battery you are using; so if you are using a 9V battery the reading should be close to 9V. If you are concealing the bomb, make sure to have part of the receiver's antenna sticking out.

In this experiment, the remote control was pressed was about 70 meters away from the bomb in an open area. The city is not an open area so be within sight.



Nitric Acid

By James Madison University

Source: [\[1\]](#).

Nitric acid is a powerful acid which is used for the production of many explosives. It is illegal to buy and synthesize in many regions without a permit. Yet, it is easily synthesized with widely available materials. Sulfuric acid can be concentrated by boiling it for a while so that the other stuff evaporates.

Material Required:

- Potassium Nitrate (2 parts by volume).
- Concentrated sulfuric acid (1 part by volume).
- 2 bottles or ceramic jugs (narrow necks are preferable).
- Pot or frying pan.
- Heat source.
- Tape.
- Paper or rags.

The amount of nitric acid produced is the same as the amount of potassium nitrate. Thus, for two tablespoons of nitric acid, use 2 tablespoons of potassium nitrate and 1 tablespoonful of concentrated sulfuric acid.

1. Place dry potassium nitrate in bottle or jug. Add sulfuric acid. Do not fill the bottle more than 1/4 full. Mix until paste is formed.
2. Wrap paper or rags around necks of two bottles. Securely tape necks of two bottles together. Be sure that bottles are flush against each other and that there are no air spaces.
3. Support bottles on rocks or cans so that empty bottle is SLIGHTLY lower than bottle containing paste so that nitric acid that is formed in receiving bottle will not run into other bottle.
4. Build fire in pot or frying pan.
5. Gently heat bottle containing mixture by gently moving fire in and out. As red fumes begin to appear periodically pour cool water over empty receiving bottle. Nitric acid will begin to form in receiving bottle.
6. Continue the above process until no more red fumes are formed. If the nitric acid formed in the receiving bottle is not clear (cloudy) pour it into cleaned bottle and repeat steps 2-6. If the nitric acid is red and fuming white, it has been synthesized at an exceptionally high concentration.

The reaction that has taken place here is: $\text{KNO}_3 + \text{H}_2\text{SO}_4 = \text{KHSO}_4 + \text{HNO}_3$

Ammonium Nitrate

By Anders Behring Breivik

Sources: [\[1\]](#), [\[2\]](#), and [\[3\]](#).

Pages 981-983.

Ammonium nitrate is a very popular fertilizer in the EU and elsewhere in the world, accounting for about 9 percent of all fertilizer used. Normally, you would need a minimum of 32% nitrogen in the fertilizer in order to create “an optimal detonation”.

However, 27% nitrogen fertilizers will do the job as well as long as you use a larger booster. A rather confusing factor regarding the nitrogen value; 27% nitrogen (for example labeled as 27-0-0) does NOT mean that there is only 27% AN content. In most, if not all, N-fertilizers you will find approx 80% AN content. In so called "CAN" fertilizer (Calcium Ammonium Nitrate) you will usually find approximately 75-80% AN and 20-25% Calcium. One source I found states the following:

If the Nitrogen in the NH_4NO_3 is 30-33% then you need 5-10 g of booster.

If the Nitrogen in the NH_4NO_3 is 20-25% then you need 15-20 g of booster.

Which indicates that lower purity nitrogen fertilizer will still detonate properly as long as you use a larger booster/blasting cap. For 50 kg of CAN (Calcium Ammonium Nitrate) I would use a 200-500 g booster. For 500 kg of can I would use a 500 g to 2 kg booster.

Calcium has been added to attempt to inert (make impotent) or to make the fertilizer non-explosive. The good news is that it would require 80% Calcium mixed with 20% AN to make the fertilizer completely inert. The only thing they accomplish with adding 20% Calcium Carbonate is to make it a little harder to detonate. It will for example make it hard to properly detonate smaller charges of the fertilizer (>50 kg). This forces the handler to use larger amounts of fertilizer (<100 kg) and use larger boosters. CAN fertilizer (Calcium Ammonium Nitrate) is the best option when manufacturing explosives (unless you can get your hands on pure AN which is increasingly harder to acquire in large quantities). Also, according to a forum source, CAN fertilizer is the best option to use for purification of AN through crystallization.

Also, they have deliberately made the granules/prills less porous (they have compacted them) with the intention of making it harder for each granule/prill to easily absorb fuel oil. They have therefore made it harder for us to manufacture and prepare large quantities of AN explosives. However, this is easily bypassed by pulverizing the granules using a wood-roller on a wood board. It is a tedious task to pulverize 500-2000 kg of CAN fertilizer but the labor invested will be rewarded with a considerably more potent product. CAN fertilizer should be detonated under confinement or it may not detonate at all. Also, try to add as much, 400 mesh, flaked aluminum powder (up to 15% by weight) to nullify the desensitizing effect the 20% Calcium Carbonate has on the compound. Finer or coarser aluminum powder (atomized included) will work as well but 400 mesh, flaked aluminum powder is optimal, according to the book: Kitchen Improvised Explosives.

The following 4 fertilizers are so called N-fertilizers from the Norwegian fertilizer manufacturer Yara; one of the largest fertilizer manufacturers in the EU's inner market. Important note: It is the N fertilizers that are suitable for manufacturing explosives, not NPK, NK, NP, PK, P or K fertilizers.

CAN N27 (CAN 27-0-0).

CAN fertilizer where the nitrogen consists of equal parts of ammonium and nitrate.

Magnesium and calcium has been added into this mix in unknown quantities. Sold in a 500 kg bag. CAN is probably an abbreviation for Calcium-Ammonium-Nitrate.

27% nitrogen total (N) 13,5% nitrate/ NO_3 and 13,5% ammonium/ NH_4 .

5% Calcium (Ca).

2,4% Magnesium (Mg).

OPTI KAS 27-0-0 (OPTI-KAS is a brand name of Yara).

CAN fertilizer where the nitrogen consist of equal parts of ammonium and nitrate.

Magnesium and calcium has been added into this mix in unknown quantities. Sold in a 600 kg bag.

27% nitrogen total (N) 13,5% nitrate/NO₃ and 13,5% ammonium/NH₄.

4,3% Calcium (Ca).

2,4% Magnesium (Mg).

OPTI-NS 27-0-0 (4S) (OPTI-NS is a brand name of Yara).

27% nitrogen total (N) 13,5% nitrate/NO₃ and 13,5% ammonium/NH₄.

6% Calcium (Ca).

0,7% Magnesium (Mg).

3,7% Sulfur (S).

Sulfur-CAN 27-0-0 (4S).

27% nitrogen total (N) 13,5% nitrate/NO₃ and 13,5% ammonium/NH₄.

5,4% Calcium (Ca).

4,5% Sulfur (S).

According to wiki CAN fertilizers (the two first alternatives, out of the four) contains approx 74% ammonium nitrate (NH₄NO₃) and 26% Calcium as Calcium Carbonate (CaCO₃). So even though the nitrogen level is stated as being 27% (very misleading) the total AN level of the fertilizer is 75-80%. It is a bit confusing, I know.

Pages 984-987.

In its pure form: KNO₃, ammonium nitrate can be detonated with a 6 dynamite cap at a blast radius of 14,000 feet per second. However, KNO₃ has become increasingly difficult to acquire.

CAN fertilizer that “looks right” might result in an inert compound as many substances are hard to fraction out as they were intentionally put there to prevent easy distillation. A small amount of Magnesium or Sulfur does not make the fertilizer inert. However, I don’t have enough time to research which purification method that should be used to remove these compounds, if this is desirable.

Before buying the fertilizer check the composition of the mixture. 32(34)-00-00 is the absolute best option and can even be used without purification but unfortunately, the EU banned it. You need a minimum of 32% purity on the AN. The current mixes are only available in 27-xx-xx usually so it MAY require purification. Also, the most similar compounds are often not available in 50 kg bags, and only available in 600 kg+ large bags due to the EUs anti-terror laws. The EU will most likely ban “usable” AN fertilizers completely and force everyone to use Urea based fertilizers instead (46-00-00). The problem with urea (urea nitrate) is that it is much more unstable than AN with a significant decomposition rate. In addition, it is considerably more time consuming to convert Urea fertilizer to large quantities of Urea Nitrate (more than 100 kg) for one person. This in combination with the limited 30 day “shelf life” of Urea Nitrate limits its use significantly as an explosive. We may go down that road in the future, but at the moment, better options are available.

If fertilizer grade ammonium nitrate is to be used it may have to be purified first in order to maximize the effectiveness. I am not yet 100% sure which of the additives included in the various types of fertilizer will make the compound inert. To be sure you get a fertilizer type you can work with find a compound similar to the old classic: 32-0-0 (which the EU banned a few years ago). The reason they banned it was because you basically got a finished blasting agent. All you had to do was to add 7% diesel and you had ANFO, ready to use.

Each fertilizer has an analysis table that tells you the percent of nitrogen (N) - phosphorus (P₂O₅) - and potassium (K₂O) by weight. Urea is 46-0-0, and ammonium nitrate is 34-0-0. Both of these products contain nothing but nitrogen, but the nitrogen is at different percentages. Urea contains 920 actual pounds of nitrogen per ton, and ammonium nitrate contains 680 actual pounds of nitrogen by ton ($2,000 \times 46\% = 920$ and $2,000 \times 34\% = 680$).

Fertilizer grade AN bought in garden stores etc today are full of impurities like anti wakening agents, ammonium sulphate, NaCl, Ca(NO₃)₂, sodium bicarbonate and other impurities.

The N-P-K numbers are a fertilizer convention for percentages of elements that plants need in fairly large amounts. These numbers aren't what you're looking for as a chemist seeking raw materials. What you want is an ingredients list. As for purifying this fertilizer, you'll have to look up what's in it, and how the impurities differ from ammonium nitrate, before you talk about what purification method you've chosen. Unfortunately, there are several ways to purify/distill AN based on the compounds it is mixed with. Crystallization is one method of refinement but it doesn't work properly if there are certain compounds in the mix.

If the fertilizer is a mixture of ammonium nitrate, superphosphate (that's fertilizer jargon for Ca(H₂PO₄)₂) and trace metals (usually as chelates,) recrystallization can give you a pure solid. You will have to be sure any and all impurities are completely insoluble in water/ethanol/methanol /whatever to say that recrystallization is a good purification method. If that's not the case, you'll have to do fractional crystallization, an important beginner purification method in college classes.

Potential problems:

- Learn the solubility table on AN (NH₄NO₃) in hot methanol.
- Methanol is relatively expensive.

Purification

Crystallization using methanol (preferable): The following method will show you at least the best known purification method. This is done by boiling Methanol Alcohol and adding the fertilizer Ammonium nitrate until no more of it will dissolve. 20.2 g AN (NH₄NO₃) per 100 g methanol at 30 °C. There are values for other temperatures too, but solubility doesn't seem to vary rapidly. This is then cooled in an ice bath and the white crystals deposited at the bottom are pure Ammonium Nitrate. Thus the pure Ammonium nitrate can be heated on a lowest temperature on a pan in the oven until very dry. Store it in a tightly closed container.

Another similar method is the following: to purify "dissolve the fertilizer in hot methanol and filter the solution. By mixing the solution with an equal volume of unleaded gasoline, the ammonium nitrate will instantly crystallize."

Crystallization using water (avoid): It is possible to purify using simply water. You basically crystallize it from water as it has a solubility differential over temp in that. It is possible to remove many impurities by just dissolving it in boiling water. You will dissolve anything ionic. Filter it while really hot to remove insoluble's then let it cool and collect the AN. If you want really pure stuff, do a couple more recrystallizations to get out any remaining impurities. And NO! You do not need pure AN to make ANFO or ANNM. Believe me I have detonated enough ANFO full of sticks, sawdust, plastic chunks, and miscellaneous crap to know. However, if there are sodium compounds in there then they can't just dissolve in water and filter.

If you encounter problems try reducing the amount of water used or else reduce the temperature. Don't use boiling hot water. Try to get the temperature of the water to 50 deg. or so. This will reduce the yield but it will avoid some substances with a low solubility to dissolve. Ammonium nitrate dissolves 118g/100g water at 0 °C therefore reducing the temperature will still dissolve much of the nitrate.

Grinding

Pages 988-989.

1. For small quantities you may simply use a rolling pin, the wooden kitchen tool used for rolling dough, on a wood base. However, if you want to pulverize large amounts of AN, 100 kg+, you want to use more advanced methods.

2. Commercial coffee grinders: dedicate one grinder for use on oxidizers. We don't want fires or explosions when we're grinding chemicals. Never grind complete or mixed compositions such as black powder in a coffee grinder. The AN should not react with any material in the grinder as long as you use steel blades.

I have found two kinds of coffee grinders: blade-grinders and burr-mills. Don't get a burr-mill; they don't work as well as blade-grinders (at least not for coffee beans, perhaps for AN prills). The blade-grinders have a stainless steel blender type blade that spins at high speeds in the bottom of the material cup, pulverizing the material in the process. When evaluating whether to use a smaller, less expensive, blade-type coffee grinders; know that they really don't last too long if you mill chemicals for a minute or two at a time. To use them, mill your chemicals in pulses of a few seconds at a time. Shaking them while pulse-grinding can give you even faster results. There are different types of coffee grinders. You may want to choose an espresso variant as it will produce a finer powder. However, expect this factor to result in a doubled grinding time.

Be careful of heat buildup. Avoid aluminium blades, use steel blades (it's usually steel as default). Avoid sparks. Quickly put in airtight container as powdered AN absorb water from air.

Grinding speed; depends on grinder. I did find an example from a commercial espresso grinder: 57 g in 20 seconds which equals 171 g per minute, 10,26 kg per hour. With this speed it would take 97,5 hours to grind 1000 kg of AN prills/granules. However, if you use a grinder constantly then expect it to only last a few hours. So you will probably need up to 10 grinders for 1000 kg prills. Expect the total amount of hours to exceed 200 hours as you don't want the grinder to overheat. I heard that Baader, the Marxist scumbag from Red Army Fraction bought tens of grinders as they regularly broke down. He even bought a really expensive one but that one broke down as well. They ended up using wood rollers resulting in limited amounts of end product.

3. I have not confirmed this method but it looks good in theory. An electric garbage disposal unit/food waste disposer/sink grinder, approx 370 W, 2600 RPM, cost: 200 Euro. No knives or blades. Instead, it is a rotating mechanism which presses the material out through small holes in the outer walls.

4. I have never seen this method mentioned in relation to AN prill grinding. However, theoretically, it sounds like a wonderful idea.

A barley crusher/malt grinder is used for grinding barley in micro-brewery operations (enthusiasts brewing their own beer etc). It is a mini grinding mill, a unit operation designed to break a solid material into smaller pieces.

There are two main suppliers of relatively inexpensive barley crushers;
Barleycrusher.com and Crankandstein.net

Of the two I would recommend the Barleycrusher with the following specs:

- Roller assembly: 1,25" diameter x 5 " length.
- Models: 7 lb (3,2 kg) or 15 lb (6,8 kg), go with the 15 lb.
- BC adjustment range: 0,015 to 0,070 thousands of an inch. Default set at 0,039. This is the way to fine tune your rollers, to adjust them so that you get finer powder etc.
- Rollers have: 12 TPI knurl.
- Comes with a solid base with locators to center the Barley Crusher on a 5 gallon plastic pail. (Pail not included).
- The standard hopper holds 3,2 kg and the optional large hopper holds 6,8 kg. Using a 3/8 drillmotor at 500 RPM gives you a crush rate of 2,7 kg per minute.
- The Barley Crusher is shipped fully assembled. There are no adapters needed to use a 3/8 drill motor.
- Cost: 15 lb variant, costs 115 USD with an additional 60 USD shipping.
- A hand crank is included but it is advisable that you use a drill (you just fasten the drill bit where the hand crank used to be).
- You will also want a high quality drill with adjustable speed (cheap version drills may be just as good as long as they have an adjustable speed). You want to use a relatively low speed (150-200 RPM). However, you should test and confirm this as higher speeds may be viable. You should not select a battery drill as each battery will only have enough power for 10-12 kg of corn (prills) according to one forum source. Buy a second hand, high quality drill on your local online marketplace or ebay. Just keep in mind that the US voltage (110-120 V) is different from the European (220-230 V).
- [Example drill](#).

5. Grist Mills for the crushing of barley or wheat are also effective (wind mill, water wheel, motorized or by using an ox). A ton of material can be processed through one this size in about two hours. Too bad this method is not an option for 99,99% of us.
Grinding method

6. Various electrical mixers may work.

Further Hints

Page 987.

If you are having problems converting fertilizer to a more pure form just try using some other source of ammonium nitrate, like cold packs, or another brand of fertilizer containing ammonium nitrate. The AN from Cold packs is however 10 times as

expensive as the fertilizer AN resulting in a limitation regarding the procurement of large quantities.

The shelf life of cold packs (100% AN) is approximately 1-2 years from production date which is usually specified on each package. So, if you need a large quantity, start you're an acquisition phase approx 6 months prior to the execution of the mission. Note that the special plastic and vacuum packing is done to ensure this long shelf life so if you take out the AN from the cold packs it might influence the shelf life, regardless of how effectively you manage to contain it. If you are packing it yourself with traditional plastic the shelf life may be dramatically reduced, perhaps down to 4 weeks with poor packing. This will depend on how well you pack it, how much oxygen is available, humidity, temperature during storage etc. Container: heat- OR acid-resistant OR plastic). Instead of storing a 500 kg (which might be poorly packed for long term storage) you should consider breaking the large bag into smaller 50 kg bags. Try to order specialized plastic bags for this purpose.

Page 994.

Caution: Never use copper or brass containers because ammonium nitrate reacts with these metals.

Page 990.

To test if fertilizer has ammonium nitrates use a sample and pour on top about half as much sodium hydroxide. Then add a small amount of water. If it starts bubbling and releasing ammonia gas then it has a high concentration of ammonium nitrate.

Pages 998-1000.

I recently learned that the Norwegian agricultural supplier does indeed have purer forms of AN (34% nitrogen instead of the more common CAN fertilizer with 27%), so called: N34 fertilizer (34-0-0). They don't market it though and they only sell it in 600 kg bags. You should check with in your respective country whether this is the case or not. If no N34 fertilizer is available, then CAN27 fertilizer will work as well. Before you call your farming supplier and make the actual order you should take the following precautions:

- Create a company with an appropriate name (preferably 1-2 years prior to first order).
- Join an interest organization for small/medium farmers.
- Join the organization related to the main agricultural supplier; create a company customer profile and register your organization number.
- Make the order as soon as possible and up to 6 months prior to delivery. For example; if you want the fertilizer bags delivered in May, order them in November. The agricultural supplier prefers early orders as they book your order into their distribution/delivery schedule. They deliver hundreds of thousands of tons of fertilizer annually so making an early order will not only save you money (as the prices are term based); it will likely ensure that you will avoid the scrutiny reserved to a larger degree for "more unknown customers" who wants "sudden large orders" of nitrogen-only bags.
- Ensure that you can provide a delivery address (where you want the big bags delivered). If you haven't yet rented a small farm/cottage you can explain to them that you are planning a test production next spring of a crop that requires the specified fertilizers you are ordering.

- Create a credible cover story in case anyone asks why you are buying the fertilizer and how and when you plan to distribute it in your field. Do your due diligence and research basic farming methods and similar knowledge. For example, you should have the theoretical knowledge on how to disperse the fertilizer in your field and when and how to provide the water required, if rain alone isn't sufficient. You should familiarize yourself with the basic farm equipment and tools which is needed to distribute the fertilizer in your fields in case you are presented with "security questions" from your supplier.
- Consider to buy the actual seeds for the crop you have selected and inexpensive equipment together with the fertilizer purchase. This will strengthen the credibility of the transaction as it will act in your favor in relation to avoiding suspicion.
- Don't take the chance of only buying 2 bags of CAN27 or N34. Instead, consider making an order for for example: order 1 large bag of non-nitrogen fertilizer (perhaps even two) in addition to ordering 1 x 500 kg bag of CAN27 and 1 x 500 kg bag of N34. This will strengthen the credibility of the transaction as it will act in your favor when it comes to avoiding suspicion.
- Ensure that you have the required tools/facility in order to handle the delivery when receiving the order. If you ordered 3-4 bags (2 AN bags and 1-2 non-nitrogen "dummy bags") you will need at least 3-4 wooden pallets (without metal nails), a jack that can handle weights up to 700 kg and a dry outhouse/garage with roof and a large enough door measuring at least 5-10m². When the delivery man arrives you will ask him to place the bags on the pallets you have prepared. You will then use the jack to transport these pallets into your outhouse/barn/garage. When you have placed the 3-4, 500 kg bags inside you must cover the two nitrogen bags with a plastic cover (with straps) and ensure that the content is protected from moisture. Obviously, you don't need to worry about the 1-2 other dummy bags as you ordered them just for show.

Keep in mind that the status quo will adapt to this approach; perhaps as soon as after my operation. So we risk that in the future; absolutely all farming companies will be likely to undergo extreme scrutiny. If this happens, we must adapt and create a new and modified strategy. This counter strike will be countered by the resistance by simply encouraging and advising ourselves to actually buy/rent a small farm and successfully run it/harvest and sell the crops for one year, prior to the operation. By choosing this approach we will successfully nullify the expected counter-strategy which the status quo will attempt to implement in order to adapt to the initial strategy I presented.

Explosives

By Cpl. Vernon Itas

Sources: [\[1\]](#), [\[2\]](#), and [\[3\]](#).

Page 531.

First some basic safety rules:

- 1) Don't smoke! (don't laugh- an errant cigarette wiped out the Weathermen). Avoid open flames, especially when working with flammable liquids or powdered metals.
- 2) Grind all ingredients separately. It is alarming how friction sensitive some supposedly safe compositions really are. Grinding causes heat and possibly sparks, both of which can initiate an explosion.
- 3) Start with very small quantities. Even small quantities of high explosives can be very dangerous. Once you have some idea of the power of the explosive, you can

progress to larger amounts. Store high explosives separately from low explosives, and sensitive devices, such as blasting caps, should be stored well away from all flammable or explosive material.

4) Allow for a 20% margin of error. Never let your safety depend on the expected results. Just because the average burning rate of a fuse is 30 secs/foot, don't depend on the 6 inches sticking out of your pipe bomb to take exactly 15 seconds.

5) Never underestimate the range of your shrapnel. The cap from a pipe bomb can often travel a block or more at high velocities before coming to rest- If you have to stay nearby, remember that if you can see it, it can kill you.

6) At the least, take the author's precautions. When mixing sensitive compounds (such as flash powder) avoid all sources of static electricity. Work in an area with moderate humidity, good ventilation, and watch out for sources of sparks and flame, which can ignite particles suspended in the air. Always follow the directions given and never take shortcuts.

7) Buy quality safety equipment, and use it at all times. Always wear a face shield, or at the minimum, shatterproof lab glasses. It's usually a good idea to wear gloves when handling corrosive chemicals, and a lab apron can help prevent life-threatening burns.

8) Understand explosive categories: primary explosives can be set off by friction, shock, or fire. Secondary (booster) explosives need primary explosives as detonators. Tertiary (bulk) explosives need secondary explosives as booster to be detonated.

The best way to mix two dry chemicals to form an explosive is to do as the small-scale fireworks manufacturer's do:

Ingredients: 1 large sheet of smooth paper (for example a page from a newspaper that does not use staples), and the dry chemicals needed for the desired compound.

1) Measure out the appropriate amounts of the two chemicals, and pour them in two small heaps near opposite corners of the sheet.

2) Pick up the sheet by the two corners near the powders, allowing the powders to roll towards the middle of the sheet.

3) By raising one corner and then the other, roll the powders back and forth in the middle of the open sheet, taking care not to let the mixture spill from either of the loose ends.

4) Pour the powder off from the middle of the sheet, and use it! If it must be stored use airtight containers and store away from people, houses, and valuable items.

Match-heads

Match-heads are highly flammable, but not technically explosives. They are also very sensitive to friction, so it is not advised to use match-heads. Powdered match-heads can be mixed with some powdered sugar to make them slightly more powerful. Powdered match-heads are powerful enough to use for pipe bombs, although they will absolutely not be ideal.

Sources: [\[1\]](#), [\[2\]](#), and [\[3\]](#).

Pages 458-460.

The match-heads will have to be crushed into a fine powder for the most optimal detonation. From time to time, a match tip will burst into flame while you are in the process of cutting off the match-head. When that happens, as it will, it is important that only the one tip ignites – that it doesn't fall into a pile of others previously removed.

To crush, place three to five tips on a sheet of paper on a hard surface. Make three piles. In one corner, keep the tips you have not yet started to crush. That's your raw material. In another corner, keep the crushed-up powder you have just made. That's your finished goods. The actual crushing takes place in the center, one tip at a time. That's your work-in-progress.

In crushing, use the cutting edge of a knife to cut each tip in half, then in quarters, then dice into a fine powder. From time to time a match tip will ignite, especially on the first cut when the pieces are still large. If you work with three piles – raw material, finished goods, and work-in-progress – the worst that can happen is that one tip ignites and burns a hole in the paper. The other way to do it, crushing several tips at once, is asking for trouble.

Use small pieces of paper for funnels, scoops, and pushers. When dealing with a very fine powder, some problems will be encountered with static electricity. Some individual particles will be repelled and you will have to chase them around to pick them up.

Pages 455-456.

The modern strike anywhere match contains a small quantity of phosphorus trisulfide at the very tip. This is a primary explosive, sensitive to both friction and impact. When the match tip is lit, it ignites, in turn, the main body of the match head.

The phosphorous trisulfide tip (the white part in Diamond brand matches; the light blue part in Ohio Blue Tip) is important because it can be used in detonators. The rest of the strike anywhere match-head is ill-fit for detonators or primers.

Nitroglycerin

Nitroglycerin is an extremely sensitive primary explosive and one of the most powerful explosives all in all. It must be stabilized and diluted for safety reasons. Sulfuric acid can be concentrated by boiling it for a while so that the other stuff evaporates.

Other than nitric acid, the only tricky material to get a hold of is glycerin (also known as glycerol). It can be bought in pharmacies and grocery stores as 'skin protectant' and in beer breweries as the 'thickening agent'. Most ideal is pure glycerin, which can be bought in some pharmacies. Buying it online from certain wholesalers however is cheaper. Pharmacies sell glycerol at a mark up like with many other pharmaceutical products.

Source: [\[1\]](#).

- Materials Required:
- Nitric acid.
- Ice.
- Concentrated sulfuric acid.
- Thermometer.
- Sodium bicarbonate.
- Glycerin.

Note: the amounts of each material listed is the suggested amount by a university. More materials should be used when properly manufacturing nitroglycerin.

1. Cool 13 mL of nitric acid using the ice created by the refrigerator.

2. After it has cooled, add to 39mL sulfuric acid (99% H_2SO_4), mixing very slowly.
3. Cool the new mixture to 10-15°C, which we can measure with the thermometer already in it.
4. Slowly add enough glycerin to cover the entire surface of the acid, or more. The glycerin will be nitrated and turned to nitroglycerin soon.
5. Keep the solution below 30°C.
6. Stir gently for ten minutes, then the nitroglycerin will form as a layer on top of the acid solution, while the sulfuric acid will absorb the excess water.
7. Filter out the nitroglycerin and place it in sodium bicarbonate, which will neutralize much of the acid remaining. This will help to stabilize it. The acid solution may be reused.
8. Now slowly and carefully remove the nitroglycerin from the bicarbonate. The usual test to see if nitration has been successful is to place one drop of the nitroglycerin on metal and ignite it. If it is true nitroglycerin it will burn with a clear blue flame.

The chemical reaction going on here is: $\text{C}_3\text{H}_5(\text{OH})_3 + 3\text{HNO}_3 + \text{H}_2\text{SO}_4 = \text{C}_3\text{H}_5(\text{NO}_3)_3 + 3\text{H}_2\text{O} + \text{H}_2\text{SO}_4$.

Source: [\[2\]](#).

Acetone added to nitroglycerin operates in a desensitizing manner. The following table summarizes the change in sensitivity for various nitroglycerin / acetone mixtures, given in detonation drop height, for the 2 kilogram weight used in the Bureau of Mines impact test:

Nitroglycerin.	Acetone.	Impact height.
100%.	0%.	16 cm.
90%.	10%.	23 cm.
80%.	20%.	41 cm.
75%.	25%.	60 cm.
73%.	27%.	64 cm.
70%.	30%.	100 cm.

Source: [\[3\]](#).

Dynamite is an explosive made of nitroglycerin, an adsorbent (usually diatomaceous earth, which is sold as 'insect killer') and various stabilizers. It is the first high explosive developed, and it replaced gunpowder in many applications. It is the most stable use of nitroglycerin, although a detonator will be needed to detonate dynamite, unlike normal nitroglycerin (which is a primary explosive).

Dynamite can be prepared by carefully adding nitroglycerin to powdered diatomite and allowing it to slowly adsorb in the diatomaceous earth. Working with dynamite will result in absorbing nitroglycerin liquid/vapors, which, being a strong vasodilator, will result in severe headaches. Wear the proper attire! Dynamite is best stored in cool places. It can only be stored safely for about 1 year. Over time, it will "sweat" nitroglycerin, which is very dangerous.

Source: [\[4\]](#).

Dynamite is usually rated by "weight strength" (the amount of nitroglycerin it contains), usually from 20% to 60%. For example, 40% dynamite is composed of 40% nitroglycerin and 60% "dope" (the absorbent storage medium mixed with the stabilizer and any additives).

TATP

Source: [\[1\]](#).

Triacetone Triperoxide (TATP), often referred to as “acetone peroxide,” was the primary explosive used in the Brussels attacks which killed 35 and injured over 300 in 2016. It is relatively simple to make from commonly-available ingredients. It is an entropy burst explosive, releasing massive amounts of fast-moving gas as its internal structure collapses.

Sources: [\[2\]](#), [\[3\]](#), and [\[4\]](#).

TATP is very popular among Jihadi terrorists and probably the easiest compound to manufacture (although Hydrogen Peroxide is increasingly harder to acquire due to EU anti-terror laws). I only found one single UK supplier on Ebay for the 30% liquid. However, it is highly advised to not manufacture TATP as it is EXTREMELY unstable (sensitive to friction and shock). It is a 40% probability that you will end up blowing yourself up.

Sulfuric acid can be concentrated by boiling it for a while so that the other stuff evaporates.

Source: [\[1\]](#).

- Acetone (sold as paint thinner).
- Hydrogen peroxide (hair bleach type – 15 volume or higher – hair/cosmetics store, preferably 30% liquid).
- Sulfuric acid (concentrated; if you use battery acid, boil until white fumes appear to remove all of the water).
- Thermometer.
- Ice.
- Salt.

Note: the amounts of each material listed is the suggested amount. More materials could be used when manufacturing TATP if you are feeling suicidal.

Combine 30 milliliters of acetone and 50 milliliters of hydrogen peroxide into a glass container and mix thoroughly.

The container must now be put into ice/salt water and cooled to below 5 °C. The easiest way to do this: take a coffee can, put in water and salt to about half full, put container (empty) into can, put plastic lid on can to keep container from floating, put can in freezer, when water is frozen, take out, remove lid, proceed. This will provide excellent cooling and also keep container from floating.

Now, put a thermometer in the mixture. When it is below 5 °C, start putting in the sulfuric acid, one drop at a time. Keep stirring and watching the thermometer. Adding the acid produces heat; if it gets up to 10 degrees, stop adding acid and wait for it to cool. You need to add a total of 2.5 milliliters of sulfuric acid, one drop at a time.

What happens if the temp gets significantly higher than 10 degrees? I don't know, because I never let it happen. Keep the temperature down. Also watch the acid, as it tends to splatter.

Keep stirring for a couple minutes after adding all the acid. Put the container in the fridge (not freezer) and let it sit overnight. When you get it out the next morning, there will be a white precipitate on the bottom.

Pour the solution through a coffee filter, paper towel, or other filtering paper. This will collect the precipitate. Pour a couple of spoonfuls of ice-cold water through the towel to remove acid. Now set the paper out to dry. The resulting powder/crystals are a very powerful primary explosive. Keep away from shock, friction, and flame.

This material can be loaded into a 2.5 inch length of brass or copper tubing and pressed down to make blasting caps. The pressing may be hazardous. This type of blasting cap will detonate most homemade explosives without a booster explosive: TATP is a very powerful initiator and can be used by itself as the main filler when making homemade detonators.

This is the explosive of choice — called the “Mother of Satan” by some terrorists — of those who are attacking targets in Europe. All of its ingredients are easily obtained, and the process of making it is simple and (relatively) stable. In other words, the European law enforcement and intelligence cannot stop it from happening.

Mercury(II) Fulminate

Sources: [\[1\]](#), [\[2\]](#), and [\[3\]](#).

Page 541.

Mercury fulminate is a primary explosive that had its industrial beginnings in 1867. Alfred Nobel took out a British patent on the blasting cap, its use and makeup. His first blasting caps were simple ones very similar in many ways to the one in this book. Mercury fulminate was chosen out of a field of explosive fulminating compositions. This was mainly due to the stability that could be obtained and the ability to lend it's self to commercial manufacture at that time. Of course, the primary explosives used today are much superior to mercury fulminate. Mercury fulminate is not good for storage at elevated temperatures over 6-12 months. Five years in the magazine could disable caps. It is a good choice for clandestine manufacture. It would also be a very good choice for electric cap manufacture. The drawbacks would be the poor elevated temperature storage and the toxic nature of mercury and subsequent problems in loading.

Sources: [\[4\]](#), [\[5\]](#), and [\[6\]](#).

Very popular among recreational users. This compound is noticeably more stable than TATP but still carries a relative risk as it is unstable and sensitive to friction, shock and even to static electricity. 5 times more safe than TATP.

Note: the amounts of each material listed is the suggested amount. More materials could be used when manufacturing mercury(II) fulminate if you are feeling suicidal.

- Distilled water.
- Elemental mercury.
- Nitric acid.
- Everclear (90%).

Sources: [\[1\]](#), [\[2\]](#), and [\[3\]](#).

Pages 541-542.

In a pint large mouth fruit jar or 500 ml beaker place either 2 ml water and 10 ml 90% + nitric acid. Water first of course. If 70% nitric acid is available then place 11.5 ml of it instead of the 90% in the pint jar. Add 1 1/4 gram of elemental mercury.

CAUTION: Mercury fulminate manufacture generates fumes that are poisonous and this whole procedure should be done with very good ventilation.

CAUTION: The fumes produced are poisonous and flammable and they should be avoided as well as flame should be kept away as fumes are highly flammable too!

The mercury in the bottom of the jar should begin to bubble. If not add water drop wise to the solution until it does. A vigorous effervescent reaction takes place and red fumes are produced. They should be avoided as they are very poisonous. The mercury will all dissolve in the solution. If not heat gently but from a remote position until it does. After it is dissolved let it cool somewhat. Warm 90 cc of ethanol (90%+, "Everclear") in a quart jar. Add the solution to this ethanol. The reaction should start within 5 minutes. The fumes put off by this mixture should be avoided. When the reaction is complete the fumes will have subsided and a gray powder will have settled to the bottom. That powder is mercury(II) fulminate.

CAUTION: The mercury(II) fulminate is to be kept away from shock, friction and flame or heat! Contact with the crystals should be avoided as the free mercury still poses a health problem!

Filter the gray powder out of the liquid. These gray mercury(II) fulminate crystals should be washed with 60 ml ethanol. Allow the crystals to dry by spreading them out gently. These dry mercury(II) fulminate crystals are then ready to use. This explosive can safely be stored under water and these crystals could be mixed with 200 ml distilled water and stored until needed.

DDNP

Sources: [\[1\]](#), [\[2\]](#), and [\[3\]](#).

Pages 974-977.

When creating a blasting cap it is recommended that you choose DDNP (diazodinitrophenol) as it is significantly less sensitive than mercury(II) fulminate and TATP, yet still sensitive enough to effectively initiate all boosters and many secondary explosives. It still carries HIGH risk as it is unstable and sensitive to friction, shock and to a degree static electricity. 10 times more safe than TATP. The charge however must be a minimum of 6 grams and confined in order to detonate properly.

If I had to choose a compound in which to produce I would select DDNP first, then either mercury(II) fulminate or HMTD.

The diazodinitrophenol must be dried before it will explode. Drying will take 24 hours if done at room temperature, or in 2 hours if the crystals are placed in a beaker suspended in hot water. The diazodinitrophenol must be stored in a sealed glass container. Storing the explosive moist, about 25% water, will increase safety. Dry

immediately before use. Do not store this material dry for long periods of time. For storage, store submerged in water-free kerosene in tightly sealed amber glass bottles away from light. DDNP is desensitized by immersion in water.

It decomposes when exposed to direct sunlight and explodes violently when heated to 150 C. Detonates easily by sparks, fire, percussion or friction. It can be compressed substantially without detonation or decomposition and compressed samples can still be easily detonated. DDNP is less sensitive than mercury fulminate and has a greater detonating velocity.

4 guides for synthesizing DDNP will be written about.

Guide 1: DDNP or dinol, which stands for Diazodinitrophenol, has a reputation of being one of the best primaries out there when it comes to performance. Its synthesis is often disregarded because few people have gotten it to work. It has a very high stability considering it's a primary. The only downside to this is that some of the chemicals needed for the procedure are hard to find or must be synthesized. The synthesis actually has a lot of reactions going on throughout it. It is mainly two parts; preparation of sodium picramate, then diazotation of picramic acid. I have actually gotten this procedure to work, and I am satisfied with my product.

$C_6H_3N_3O_7 + NaOH \rightarrow C_6H_2N_3O_7Na + H_2O$ (Picric acid neutralized to sodium picrate).

$S + NaOH \rightarrow Na_2S_x$ (Sodium Polysulfide)

$C_6H_2N_3O_7Na + \text{Reducing compound} \rightarrow C_6H_4N_3O_5Na$ (Sodium picrate reduced to sodium picramate).

$C_6H_4N_3O_5Na + H_2SO_4 \rightarrow C_6H_5N_3O_5 + NaHSO_4$ (Sodium picramate acidified into picramic acid).

$C_6H_5N_3O_5 + HNO_2 \rightarrow C_6H_3N_4O_5$ (picramic acid diazotized).

Materials:

- Picric Acid (see the table of contents, as there is another guide for making picric acid which is required for DDNP).
- Sodium Hydroxide (compound which you will create from sub-materials).
- Glass funnel.
- Sulfur 1000ml beaker.
- Sulfuric Acid Ice bath and equipment.
- Sodium Nitrite - 200ml evaporating dish.
- Acetone (150 ml per batch, so 500-1000 ml should be enough), used to mix with semi pure DDNP, and then filter, and then evaporate in dish to create pure DDNP. 250ml beaker.

1. Into a 600ml beaker, pour 100mls of water and heat up to ~70-80 °C.
2. Add 9 grams of finely powdered picric acid to this and swirl it a little bit. It will not all dissolve however, so don't assume you're getting anywhere by swirling it for 24 hours.
3. Now we add 1.5 grams of sodium hydroxide to this. Swirl this mixture around until everything inside dissolves. Yes it will all dissolve just keep swirling. The solution will turn to an orangish color. This is a sodium picrate solution. Keep this on low heat and add water as it evaporates.
4. In another beaker, pour 300mls of water and 8.0 grams of sodium hydroxide. Bring the solution to a rolling boil.
5. Measure out 7.5 grams of pure sulfur, and crush it finely. Sieve it into the boiling sodium hydroxide solution making sure to get as little sulfur on the sides of the beaker as possible. Let this boil for 60-120min (1 to 2 hours), adding water as necessary. After this amount of time, most if not all of the sulfur should be dissolved. If you sit and

watch it the whole time, you will notice a color change from clear to green to blue, to puke green, to pea green, then to a very dark color and once all the sulfur dissolves it will be a very very dark red color. Set this on a towel or similar device and let it cool down until it stops boiling. The reason for the towel is so that it doesn't come in direct contact with any room temperature (or colder) surface.

6. Once it stopped boiling (but is still hot) add it to the sodium picrate solution in the other beaker, in 4 portions.

7. Once all of it is added, place the beaker in a refrigerator (about 4 °C) until its cold. There should be a healthy amount of red crystals in the bottom of the beaker.

8. Filter the whole solution into the 600ml beaker that was used in the last step. Discard the filtrate and clean that beaker out.

9. Pour 300mls of water in it and bring it to a boil. Add the red crystals in the filter (and everything else) to the boiling water and boil it for 2-3 minutes. While it is still boiling clean out the other 600ml beaker which should be empty.

10. Filter the boiling solution into the clean 600ml beaker. Discard the filter and its contents and let the filtrate cool to room temp. This is now a sodium picramate solution.

11. When the sodium picramate solution is at room temp, drip concentrated sulfuric acid in there with stirring. Keep dripping it in there until it just barely tests acidic on litmus paper. This will take 1-2ml. You will also notice that the color has changed from a deep red color to a sort of rusty color. There is also a precipitate in the beaker (and a lot of it). This is picramic acid.

12. Measure out 7.5 grams of sulfuric acid and add it to this beaker. Mix the beaker up, then pour it into a 1000ml beaker. Add another 100ml of water to this.

13. Place this beaker in an ice bath and bring the temperature down below 5 °C.

14. In another 600ml beaker, pour 250ml of water and add 5.4 grams of sodium nitrite. Swirl it until its dissolved.

15. Now, slowly add this solution to the picramic acid solution in the 1000ml beaker, keeping the temperature below 5 °C. Be sure to stir almost constantly during this part. You can stop stirring if you're not adding anything if you need a break though. Once all of it is added, continue stirring for a couple more minutes then remove it from the ice bath. Let it slowly warm up to room temperature. You will see a brown precipitate (the shade of brown varies sometimes).

16. Once it is up to room temperature, filter the solution out. There is a lot of DDNP crystals in here, so use two different filter papers. Try to even the amounts of DDNP on each filter paper when filtering.

17. Once all the crystals are filtered out, run 60ml of cold water through each filter to wash out some of the very soluble products. Remember, DDNP is slightly soluble in water so make sure it's cold.

18. Scrape the DDNP on the filter papers into a 250ml beaker. Add acetone to this, 100-150ml should be fine to dissolve all the DDNP. Swirl it around good to dissolve as much as possible. There will be a significant amount of impurities that are undissolved which should be yellow; the solution should be brown.

19. Filter this solution out into a 200ml evaporating dish. Discard the filter and the contents of it. Place the 200ml evaporating dish on top of a 1000ml beaker with boiling water in the bottom of it. Keep boiling the water so that the steam boils away the acetone (do this outside or with good ventilation). Eventually you will be left with a brown crystal in your evaporating dish. This is pure DDNP.

DO NOT SCRAPE THIS STUFF OFF THE EVAPORATION DISH. Get as much as you can of the loose crystal, but don't scrape at the layer stuck to the evaporating dish because this compound is friction sensitive. The yield I achieved was 3.7 grams. This is a poor yield mainly because I lost a lot during purification because a filter paper ripped open (I know, I know; excuses excuses).

Guide 2: Chemicals:

- Sodium hydroxide.
- Picric acid.
- Sulfur.
- Sulfuric acid (concentrated).
- Potassium or sodium nitrite.
- Distilled water.

Sulfuric acid can be concentrated by boiling it for a while so that the other stuff evaporates.

Materials:

- 4 x 500 ml glass beakers.
- 2 x Glass stirring rod.
- Filter papers.
- Heating source.

MANUFACTURE:

1. Mix in a beaker 90 ml warm water and 1.5 grams of sodium hydroxide until all NaOH is dissolved.
2. Stir in carefully 9 grams of picric acid in the above solution. Name it solution 1.
3. In the second beaker fill 300 ml water. Stir in 7.5 g of Sulfur and 7.5 g of Sodium Hydroxide/NaOH. Boil this solution over a heating source. After a few minutes of boiling, the solution turns red. Allow to cool. Name it solution 2.
4. Add solution 2, under stirring, in three portions to solution 1 and allow to cool.
5. Filter the solution through coffee filter. Small red crystals should form. Discard the liquid.
6. These red crystals are added to 180 ml of boiling water.
- Filter hot. Discard the crystals collect in filter paper, and name the liquid solution 3.
7. Slowly and drop by drop add concentrated sulfuric acid to solution 3 until the solution turns orange-brown.
8. Add to the orange-brown solution 7.5 g of sulfuric acid.
9. In 2nd beaker dissolve 5.4 g of potassium or sodium nitrite in 240 ml of water. Name it solution 4.
10. Solution 4 is added in one portion to soln. 3 under well stirring.
11. Let mixture sit for ca 10 minutes. Filter the now brown solution (pure DDNP) through a paper. The crystals left are washed with 60 ml water. Let dry for 24 hours. DDNP is best stored with 25% water. Load moist in detonator.

Guide 3: Picric acid 6 g.

Sodium Hydroxide 6 g (Lye – caustic soda).

Sulfur 5 g.

Sulfuric acid 120 ml.

Sodium nitrite (not nitrate).

Distilled water.

Boiling water.

Distilled ice water.

Diazodinitrophenol is a greenish yellow to a brown crystal and is superior to mercury(II) fulminate as a detonating agent. To make it:

1. Dissolve 1 g of sodium hydroxide in 65 ml of distilled water
2. Then add 6 g of picric acid to the lye solution.
3. In another container put 10 ml of distilled water and add 5 g of Sulfur to the water.

4. Now add 5 g of sodium hydroxide to the sulfur/water. Boil this mixture until it turns bright red. Let the solution cool off.
5. Add the sulfur/lye to picric acid solution in four portions letting the picric solution cool down in between additions. Stir the solution while adding the sulfur/lye.
6. Let the mixture cool off then filter out the red particles.
7. Dissolve the red particles in 130 ml of boiling water. Filter the solution and discard any precipitate, save the solution.
8. Add 80% sulfuric acid to the solution drop by drop until it turns an orange-brown color then add 15 ml more sulfuric acid. Let the solution cool down to room temperature.
9. Dissolve 3.75 g of sodium nitrite (not nitrate) in 150 ml of distilled water.
10. Add the nitrite solution to the orange-brown solution all at once while stirring. Let the solution stand for 10 - 15 mins. The solution should be a brown color.
11. Filter out the particles of DDNP and wash them with 100 ml of distilled ice water. Store the DDNP under a small amount of water until use.

Guide 4: Its preparation is very simple, needing only picramic acid, sodium or potassium nitrite, and some dilute hydrochloric or 85%+ sulfuric acid. Obtaining the picramic acid will be impossible for most, so I included how it can be prepared in the synthesis section. Diazodinitrophenol is prepared by a diazotization reaction, this happens when an amine substituent, NH₂, on an aromatic ring, loses its hydrogen atoms and forms a triple bond with another nitrogen atom.

1. Place 120 mL of 5% hydrochloric acid in a 250-mL beaker
2. Then immerse the beaker in a salt-ice bath. Place the ice bath on top of a magnetic stirrer and drop a spin bar in the beaker.
3. Slowly add 10 g of picramic acid to the acid solution while stirring rapidly, monitor the temperature with a thermometer. Be sure there is no sudden rise in temperature. If you do not have a magnetic stirrer, use a stirring rod and stir like the wind.
4. Dissolve 3.6 g of sodium nitrite in 10 mL of water.
5. After the picramic acid has dissolved, add the sodium nitrite solution all at once and continue stirring for 20 minutes.
6. Filter the solution to collect the dark brown crystals that should have formed and wash them with cold water. The diazodinitrophenol thus formed can be used as is, or it can be purified by dissolving in hot acetone then precipitated by adding a large volume of ice water while rapidly mixing the liquid. This treatment will convert the diazodinitrophenol into bright yellow crystals. You will need a graduated cylinder for measuring liquids.

HMTD

Sources: [\[1\]](#), [\[2\]](#), and [\[3\]](#).

Pages 533-535.

HMTD (Hexamethylenetriperoxidediamine) is a high performance primary explosive. It is one of the better initiating explosives but has some definite drawbacks. HMTD is not stable at even slightly elevated temperatures. Room temperature will even cause a decrease in performance with storage time. As one would imagine, due to the extreme excess of oxygen, the corrosion of metals in contact with the peroxide is a problem. The metals that will cause problems are aluminum, zinc, antimony, brass, copper, lead and iron. These metals in contact with the HMTD even when dry, will cause corrosion. With water present, in the HMTD, the corrosion would more quickly disable an improvised blasting cap that could be made with this material. Spraying the inside of

your copper tubing with urethane plastic would most likely reduce greatly, if not completely stop, this corrosion problem. To manufacture HMTD, use one of the processes below.

Process #1: Obtain 6% hair bleaching peroxide which is available from any beauty salon or beauty supply store. This is a 20 volume hydrogen peroxide. Place 9 teaspoons of this. 6% peroxide in a one pint canning jar or 500 ml beaker. In three portions dissolve by stirring 2-1/2 teaspoons of powdered hexamine (Crushed U.S. Army ration heating tablets, See "Kitchen Improvised Plastic Explosives" chapter 2, "Urintropine" etc.). This is stirred until all the hexamine dissolves. The solution should then be chilled in a ice water bath for 1/2 hour. To this chilled solution add, in four portions, 4-1/2 teaspoons of powdered citric acid. Citric acid is readily available and should be found with canning supplies or in a pharmacy. With each addition the solution should be stirred until the citric acid dissolves in the liquid before another addition is made. When all the additions have been made continue stirring the liquid. The beaker or jar containing the solution should remain in the ice bath. The solution will become cloudy. With the completion of the 1/2 hour stirring the liquid is placed in a refrigerator. This will speed the process. If a refrigerator is not available let the solution stand for 24 hours. Filter the solution through a paper towel or coffee filter. The white substance is the explosive.

CAUTION: HMTD is sensitive to shock, impact, friction, heat and open flame. Extreme care should be exercised. HMTD will detonate from any of these stimuli even when soaked with water.

These white crystals are washed with 45 ml of distilled water. Tap water can be used if necessary, but will yield a compound of lesser purity. They are then washed with 75 ml methanol alcohol. These crystals are allowed to dry in a cool dry place. If a 30% technical grade ("Superoxol") of hydrogen peroxide is available it should be used instead of the 6%. If 30% is used the proportions are as follows to use in the same process as above are:

HYDROGEN PEROXIDE. "Superoxol" (30% d. 1.11 G/cc)- 185 G HEXAMINE (Crushed ration heating tablets) 56 G CITRIC ACID (tech. grade or food grade) 84 G.

These are used in the procedure given above. Simply "plug in" the amount immediately above for the spoon wise proportions given in the 6% hydrogen peroxide process and the washing would be done with 150 ml cold water. Of course in the procedure if 35% or 40% is the only type hydrogen peroxide available, then simply calculate the actual weight of hydrogen peroxide. We know that 185 G. of peroxide are used above. This is 30% hydrogen peroxide. $185 \text{ G.} \times .30 = 55.5 \text{ G.}$ We know that we need 55.5 G. hydrogen peroxide. Suppose we have some 40% peroxide. We take our 55.5 and divide by .40 thus $55.5 / 0.40 = 138.75$. Simply use 139.0 G. of this 40% hydrogen peroxide in the procedure above. The yield of this process with 30% hydrogen peroxide is much greater than is the use of 6% hydrogen peroxide. But with the 6% being the easier of the two to obtain it still would hold possibilities.

Process #2: This second process is one of very easy acquisition of the main ingredients. Yield is not as high as the procedure above with either strength peroxide. This process makes use of the easy formation of hexamine and the parallel formation of a slightly acid solution. This acid is liberated from the ammonium sulfate salt. It is, of course, sulfuric acid. This acid performs the function of the citric acid in the procedure above. This is after the free ammonia and the formaldehyde form hexamine. Yield will be relatively low with this procedure but the materials are readily

available and cheap. Since this procedure takes place at a elevated temperature there will be some lost of product to this subsequent heat and the decomposition that will accompany it. This process will work and could be used if necessary.

Five hundred grams of 3% hydrogen peroxide are placed in a quart jar or 1000 ml beaker. Three percent hydrogen peroxide is available as an antiseptic solution in grocery stores, etc... To this is added fifty grams ammonium sulfate. Ammonium sulfate is available as common fertilizer. This is stirred until dissolved. This liquid should be heated in a water bath to 55 °C (131 °F). Immediately when the temperature reaches this temperature add 5.3 grams of 37% formaldehyde solution. Stir this solution well and take off water bath. Let this liquid cool to room temperature and set for 24 hours. A white product will be seen in the liquid at this time.

CAUTION: This white product is dangerous and sensitive to FRICTION, SHOCK, HEAT OR FLAME. Handle with great care! Even wet HMTD is dangerous and will detonate with ease.

This is filtered out and washed with one washing of 50 ml distilled water and then with 75 ml of 100% methanol. The methanol will speed the drying process. This white fluffy powder will be HMTD This powder will be sensitive to friction and small quantities should be handled.

Double Salts

Sources: [\[1\]](#), [\[2\]](#), and [\[3\]](#).

Pages 538-539.

These double salts are a basic acetylide group primary explosive. This explosive has good sensitivity, powder and performance. It is readily made from silver (coin), nitric acid and calcium carbide/ water or acetylene. This is an easy compound to make. What I found interesting is the fact that this primary is not photo active. Most silver salts are light sensitive. This would be a good choice due to the wide availability to the main ingredients. DDNP, HMTD and mercury(II) fulminate, are better primary explosives but this one has many possibilities. With this primary explosive suitable caps could be made and would be very usable and storage stable as some others in this publication could not.

Dilute 10.1 ml of nitric acid (red fuming) with 6.75 ml of water. If reagent or technical grade acid is available (70% strength) this will not need any water mixed with it to reduce the strength. Simply use 17.5 ml of this 70% nitric acid. Place a silver dime or equivalent amount of silver metal in the acid. It will dissolve leaving a green solution.

CAUTION: Avoid the brown gas (nitrogen dioxide) produced when dissolving the silver metal in the acid. This gas is a deadly poison and the immediate exposure to the gas and it s subsequent damage will not show up for hours or even days! This should be done with good ventilation!

It may be necessary to heat the liquid to get the coin or metal to completely dissolve. Pour this green solution into a tall slender glass jar such as an olive jar. Place this jar with the green solution in it in a hot water bath and heat. Crystals will form. The heating is continued until these crystals dissolve again. In another flask or even a "Coke" bottle, place ten teaspoons of calcium carbide into this flask with a cork with a hose passing through a hole in the cork. Place the other end of the hose in the tall jar

with the solution in it. Remove the stopper from the flask or bottle and add one teaspoon of water.

CAUTION: Acetylene gas is highly flammable and an explosion hazard. Keep away from heat and flame as much as possible.

The gas should begin generating. Add one more teaspoon and place the stopper back into the container. The acetylene gas generated by the calcium carbide and water should be going through the hose and bubbling through the solution in the tall glass. Bubble this gas through the solution for 5-8 minutes. Brown vapor will be given off by the liquid as it absorbs acetylene and white flakes will begin to be formed in the silver solution. Remove the solution from the heat source and allow it to cool. Filter the liquid through a filter paper (paper towel, coffee filter) into a glass container. Green crystals will be caught on the filter paper. These green crystals would then be washed with 45 ml alcohol. The crystals will change from green to white in color and the methanol wash will turn green. Place these white crystals on a paper towel and allow to air dry.

CAUTION: Handle this dry explosive with great care. Do not scrape or handle roughly. Keep away from flame or spark source or heat and store in a cool dry place.

Lead Azide

Sources: [\[1\]](#), [\[2\]](#), and [\[3\]](#).

Pages 535-536.

Preparation of Hydrazinium sulfate. One-hundred-forty-one ml of Clorox bleach (5.25 percent NaOCl) was added to 200 ml of 20 percent ammonium hydroxide and 5 ml of 1 percent limewater $\text{Ca}(\text{OH})_2$ in one liter Erlenmeyer flask. The mixture was rapidly heated to boiling and maintained until the volume was reduced to about half, which required about one-half hour. The solution was rapidly cooled and dilute sulfuric acid was added until a pH of 7-8 has attained and the precipitate that formed was separated by filtration. The cold filtrate was strongly acidified with 40 percent sulfuric acid. The white precipitate was filtered, washed with methanol and air dried. Melting point 254 degrees °C.

Preparation of Isopropyl Nitrite. A mixture of 45 ml concentrated sulfuric acid, 30 ml water and 110 ml isopropyl alcohol, previously cooled to 0 °C, was added to an ice cold solution of 114 grams of sodium nitrite in 450 ml of H_2O . Slow addition required about two hours in order to maintain a temperature around 0 °C. The upper oily layer was separated and washed three times with 30 ml portions of 5 gram 100 ml sodium bicarbonate solution and 22 grams NaCl 100 ml solution respectively.

Preparation of Sodium Azide. Five grams of caustic soda (NaOH) was dissolved in 50 ml of ethyl alcohol (3A), and the clear portion was decanted in a 100 ml distilling flask containing 6 ml of hydrazine hydrate. After adding one ml of butyl nitrite (or isopropyl nitrite) the mixture was heated on a steam bath to initiate the reaction. Twelve ml more of the nitrite was slowly added in such a manner that the mixture refluxed slowly. Addition required about one hour and the mixture was heated an additional fifteen minutes. The reaction flask was cooled and the solid product collected on a filter. The product was washed with alcohol and air dried. Recrystallization from water yielded white crystalline material.

Preparation of Lead Azide primary explosive. The following solutions were prepared:

- Solution A: 0.20 g of sodium azide 0.006 g of sodium hydroxide 7 ml water.
- Solution B: 0.96 g $\text{Pb}(\text{NO}_3)_2$ 0.04 g Dextrin 9 ml water.

Solution B was brought to a pH of 5 by adding dilute NaOH. Solution B was brought to 60 °C and solution A was slowly added with stirring. The mixture was allowed to stir till ambient temperature was attained and the solid azide collected on a filter. After washing with water and air drying the product weighed 0.4 grams. This product was found capable of initiating RDX when incorporated in a No. 6 blasting cap.

Chlorate Mixture

Sources: [\[1\]](#), [\[2\]](#), and [\[3\]](#).

Pages 559-560.

ALL CHLORATE BASED EXPLOSIVES ARE SENSITIVE TO FRICTION, AND SHOCK, AND SHOULD BE AVOIDED IF POSSIBLE.

This explosive is a chlorate primary explosive from bleach. This method of production of potassium or sodium chlorate is easier and yields a more pure product than does the plastique explosive from bleach process. In this reaction the calcium hypochlorite (CaClO) is mixed with water and heated with either sodium chloride (table salt, rock salt) or potassium chloride (salt substitute). The latter of these salts is the salt of choice due to the easy crystalization of the potassium chlorate.

This mixture will need to be boiled to ensure complete reaction of the ingredients. Obtain some calcium hypochlorite swimming pool chlorination compound or equivalent (usually 65% calcium hypochlorite). As with the bleach, it is also a dissociation reaction. In a large pyrex glass or enameled steel container place 1200 g calcium hypochlorite and 220 g potassium chloride or 159 g sodium chloride.

Add enough boiling water to dissolve the powder and boil this solution. A chalky substance (calcium chloride) will be formed. When the formation of this chalky substance is no longer formed, the solution is filtered while boiling hot. If potassium chloride was used, potassium chlorate will be formed. This potassium chlorate will drop out or crystalize as the clear liquid left after filtering cools. These crystals are filtered out when the solution reaches room temperature.

If the sodium chloride salt was used this clear filtrate (clear liquid after filtration) will need to have all water evaporated. This will leave crystals which should be saved. These crystals should be heated in a slightly warm oven in a pyrex dish to drive off all traces of water (40-75 °C). These crystals are ground to a very fine powder (400 mesh).

The potassium chloride is the salt to use as the resulting product will crystallize out of solution as it cools. If the sodium chloride salt is used in the initial step, the crystallization is much more time consuming and it will have a tendency to cake and has a slightly lower detonation velocity. The powdered and completely dry chlorate crystals are kneaded together with vaseline in plastic bowl.

This explosive is composed of the following:

- Potassium or sodium chlorate 90%.
- Vaseline 10%.

The detonation velocity can be raised to a slight extent by the addition of 2-3% aluminum powder substituted for 2-3% of the vaseline. The addition of this aluminum will give this explosive a bright flash if set off at night which will ruin night vision for a short while. The detonation velocity of this explosive is approximately 3200 m/sec for the potassium salt and 2900 m/sec for the sodium salt based explosive.

Fireworks

Fireworks and firecrackers are explosive (either primary or secondary), but very weak and very sensitive. However, some firework and firecracker powder is not flammable, but is still sensitive to friction and shock. Shrapnel will be the dangerous thing when using firework or firecracker powder as they were simply designed to be loud, not dangerous. Do not use firework powder as a propellant in ammunition. Doing so will produce loads of sparks of color and smoke. Firecracker powder is more acceptable, but will still produce lots of smoke.

Picric Acid

Sources: [\[1\]](#), [\[2\]](#), and [\[3\]](#).

Pages 978-979.

Form: colorless to yellow solid/crystal needles.

Melting point: 122,5 C.

Boiling point: >300 C (Explodes).

Solubility in water: 14.0 g/L.

Insoluble in cold water.

Sensibility: Impact: moderate, Friction moderate-low: water sens: moderate.

VOD: 7350 m/s.

Must be stored wet with at least 10-20% water.

Picric acid (Trinitrophenol) used to be the most common high explosive before TNT was commercialized and was used as the primary explosive for munitions during the First and Second World War. Picric acid is considered in the same category as TNT, the only drawback of Picric acid is that it reacts with metals. Picric Acid can be mixed with olive oil as a means of reducing sensitiveness. These explosives are relatively insensitive and are used to strengthen the explosion of the detonator. These explosives are classified as a high explosive.

When washing, use only cold water (because it is soluble in hot water). The next morning the picric acid will be found to have separated in crystals. These are transferred to a porcelain filter, washed with small portions of water until the washings are free from sulfate, and dried in the air. The crude product, which is equal in quality to a good commercial sample, is purified by boiling it with water, in the proportion of 15 grams to the liter, filtering hot, and allowing to cool slowly. The heavy droplets of brown oil which dissolve only slowly during this boiling ought to be discarded. Pure picric acid crystallizes from water in pale yellow flat needles

The only problem I had while making it was that when you dump the finished nitrated liquid into ice water to precipitate the picric acid, a lot of the picric dissolves in the water. Is there any way to get the dissolved picric out of the water? Ensure you have enough ice and add just a little at a time. Keep it cool or it will fail to precipitate properly.

CAUTION! THIS COMPOUND MAY EXPLODE INSTANTLY WHEN TOUCHED WITH METAL!

Also, don't inhale any of the fumes given off during the nitrate addition to the acid mix. Do all the heating and mixing outdoors or counter by having good ventilation in addition to wearing a gas mask (3M with acidic/vapor/organic filter).

It is best handled in a wet 10 percent distilled water form, as picric becomes very unstable when completely dry. This compound should never be put into direct contact with metal, since instantly on contact there is a formation of metal picric, which explodes spontaneously upon formation. Any metal in contact with picric acid should be coated with an acid proof paint or an epoxy coat, or just not used at all.

Modern safety precautions recommend storing picric acid wet. Dry picric acid is relatively sensitive to shock and friction, so laboratories that use it store it in bottles under a layer of water, rendering it safe. Glass or plastic bottles are required, as picric acid can easily form metal picrate salts that are even more sensitive and hazardous than the acid itself.

Safety glasses, adequate ventilation. If working with anything other than a solution or the wet solid full face protection is essential.

Maintain at least a 20% water content at all times. Never try to open a bottle of picric acid if crystals are visible at the rim of the bottle, even if the bottle contains water, since the friction when the cap is twisted may be sufficient to detonate the acid. When the substance goes beyond a certain time-frame, it can become dangerous to transport so produce not longer than 2-4 weeks before use.

Unstable; may detonate if struck, heated or ground. Highly flammable if dry. May explode if dry - keep wet at all times. Keep water content above 20%. Incompatible with strong oxidizing agents, bases, most common metals, ammonia, strong reducing agents. Avoid shock, friction, heat. Compounds formed by reaction with metals are usually shock-sensitive explosives. The most serious hazard associated with this chemical is the risk of explosion, which is severe if the acid is dry. Nevertheless, it is at least 10-20 times as safe to handle (in regards to shock/friction, in dry form, compared to TATP).

Shells which are to be loaded with these explosives are first plated on the inside with tin or painted with asphaltum varnish or Bakelite.

Always keep a bucket full of cold water close to production site in case everything goes wrong. Dump the compound in the bucket if you all else fail.

Pages 1417-1418.

Aspirin must be acquired to manufacture picric acid. It can be bought with cash in drug stores, at about 6 euros per package - that is a total of 1140 Euro for 190 packages. The best cover story is to buy the aspirin for your "company" in time for a holiday where people drink lots of alcohol (such as Christmas). This was the easiest task ever. The main problem was that there are only 30-40 drug stores in my city and only 20 of them are within walking range of each other. I first attempted to purchase up to 10 packages per drugstore but with little success, due to the fact that it is not legal to sell more than 2 packages per customer. Larger purchases require a written notice from a medical professional. I ended up creating a "walking route" which included the

purchase of 3 packages per drug store. Route covered 20 drug stores and took around 4 hours of constant walking to complete. Doing this by car would have taken even longer due to parking limitations in my city, and bicycle was out of the question as it was too much snow. I ended up using 4 full days (1 x route x 4 times) before I had enough aspirin. I waited 7-14 days before starting the purchase route again as I wanted to avoid being recognized by the pharmacy clerks. A few of them did recognize me though but since I appeared to be a professional (designer business regalia) and an upstanding citizen, I believe no red flags were raised. High class regalia used for purchase round to avoid raising flags. I started out buying the expensive Bayer Aspirin but quickly reverted to the purchase of a generic brand instead, as it was much cheaper.

Page 980.

3 guides for synthesizing picric acid will be written about.

Sulfuric acid can be concentrated by boiling it for a while so that the other stuff evaporates.

Guide 1: Trinitrophenol is also called Picric Acid, TNP, Lyddite and Shimose. This explosive is slightly more powerful than TNT, and has a VoD of 7480 m/s at 1.76 g/cm³. Relative briscancy = 1.21. It can be used as-is, or to make the following explosives: Ammonium Picrate (Explosive D), DDNP and Lead Picrate.

It is relatively storage stable, but will form dangerously sensitive metal Picrates if it comes into contact with certain metals. To store it in absolute safety, make a saturated solution out of it in alcohol and store it in sealed glass containers. It can be stored indefinitely like this.

You will need:

- 96 aspirin tablets, each containing 300mg of aspirin.
- 120mL of 95% sulfuric acid.
- 60g of potassium nitrate.
- Acetone.
- Distilled water.
- Some ice cubes (c. 10).
- A pestle and mortar.
- A gas or alcohol burner.
- A 250mL conical flask.
- A 1L container.
- Two 250mL beakers.
- A 500ml beaker.
- A filter funnel.
- A thermometer.
- Filter papers.
- A glass rod.

1) Place the aspirins in the pestle and mortar, and crush them. They don't have to be fine, but the finer they are the better.

2) Heat 150mL of acetone (methylated spirits will work) in a 250mL beaker until it's nearly boiling. Add the aspirin powder, and stir it with a glass rod until the grains have all disintegrated, leaving a small amount of white powder at the bottom of the alcohol.

3) Filter this liquid into the other 250mL beaker. Throw away the solid left on the filter paper.

- 4) Gently heat the filtrate to reduce its volume, until crystals begin to appear. Then let it cool and evaporate over night in a warm place.
- 5) Scrape up the crystals, and store them.
- 6) Heat the sulfuric acid to 65 °C in a 250ml flask, and while it's heating up gradually stir in the purified aspirin using the thermometer.
- 7) When all of the aspirin has been added, let the solution cool to 50 °C.
- 8) Add the potassium nitrate constantly, at a rate of about 1 to 2 grams every minute, while stirring rapidly. The temperature should be kept between about 60 °C and 70 °C. When I do this, I get very little nitrogen dioxide formed, just nitric acid vapors and CO₂, formed by decarboxylation. Others claim to have clouds of nitrogen dioxide formed. This is because they add the potassium nitrate too fast, and it wastes the potassium nitrate.
- 9) When all of the potassium nitrate has been added, let the solution cool to room temperature, and dump it into 300mL of distilled water, with the ice cubes, in a 1L container. This will precipitate out the Trinitrophenol as light canary yellow crystals.
- 10) Filter the liquid once most of the ice has melted, or remove the ice when the temperature is below 5 °C, and discard of the liquid carefully as it is toxic and corrosive. You can concentrate it and extract slightly more Trinitrophenol, but it isn't really worth it..
- 11) Take the crystals formed, and add them to 100mL of boiling water in a 500mL beaker. Stir, and add more water until all the crystals have dissolved.
- 12) Cool the solution in the fridge, and filter out the purified crystals.
- 13) Leave them spread out to dry.

Guide 2: From "Preparatory Manual of Explosives – Ledgard.pdf". Picric acid is a pale yellow, odorless solid with a melting point of 123 °C. It explodes when heated to 300 °C. It is relatively insoluble in water, but soluble in alcohol and benzene. Picric acid is toxic and can be absorbed through the skin with effects similar to DNP. Picric acid should be stored wet with 10% water, and kept in a cool place and away from fire. Picric acid will detonate if rapidly heated or on percussion – the percussion is much higher than for most primary explosives.

VOD: 7400.

Sensitivity: Low.

Stability: Good.

Flammability: Burns with smoky flame but may flash on strong ignition.

Toxicity: Above moderate.

Classification: Secondary explosive.

Overall value (as secondary explosive): High.

Materials:

- 50 g of aspirin
- 350 ml of 95% ethyl alcohol
- 350 g of 98% sulfuric acid
- 115 g of potassium nitrate or 95 g of sodium nitrate

Summary: In this procedure, picric acid is prepared by the reaction of common aspirin with potassium or sodium nitrate in the presence of excess concentrated sulfuric acid. After the reaction, the entire mixture is then drowned into an excessive amount of ice water, whereby the picric acid precipitates, and is then collected by filtration, washed and then dried.

Hazards: Use caution when handling 98% sulfuric acid, which is highly corrosive and chars many substances. Extinguish all flames before using 95% ethyl alcohol, which is flammable.

Procedure: Place 50 g of aspirin into a beaker, and then add 350 ml of 95% ethyl alcohol (note: about 50 g of aspirin can be obtained by crushing up 100, 500 mg tablets of store bought aspirin tablets – these crushed up tablets can be added directly to the 350 ml of 95% ethyl alcohol). Thereafter, stir the mixture to fully dissolve the aspirin, and then filter off any insoluble impurities – such as starch, and other fillers (if using medical aspirin tablets), and then recrystallize the aspirin from the 95% ethyl alcohol solution. Thereafter, vacuum dry or air-dry the collected aspirin crystals. Now, into a clean flask equipped with thermometer, motorized stirrer and powder funnel, place 350 g of 98% sulfuric acid, and then place this flask into an ice bath, and chill to 0 °C. Thereafter, slowly add in small portions, 115 g of potassium nitrate or 95 g of sodium nitrate to the sulfuric acid over a period of about 1 hour, while rapidly stirring the sulfuric acid, and maintaining its temperature below 5 °C. After the addition of the sodium or potassium nitrate, slowly add the dry recrystallized aspirin, in small portions, over a period of about 1 hour while rapidly stirring the sulfuric acid/nitrate mixture, and keeping it temperature below 5 °C. After the addition of the aspirin, replace the powder funnel with a condenser, and reflux the mixture for 2 hours at 60 °C while rapid stirring. After 2 hours, remove the heat source and allow the reaction mixture to cool to room temperature. Then gradually add the reaction mixture to 1500 ml of ice water, and then allow the entire mixture to stand for 3 hours. Thereafter, filter off the precipitated picric acid, wash excessively with 10, 250 ml portions of ice cold water. Note: washing with base to remove traces of acid should be avoided as formation of the corresponding picrate salts may develop. After the washing process, vacuum dry or air dry the solid product.

Note, equipment used: a condenser and a hot plate stirrer is a bonus but not required.

Guide 3:

1. Crush 20, 5 grain aspirin tablets and add 1 tsp. of water to it to make a paste.
2. Stir in 1/2 cup of ethyl alcohol to the aspirin paste and then filter the solution to remove any solid particles.
3. Evaporate the alcohol and recover the crystals that are left.
4. Pour 1/3 cup of concentrated sulfuric acid into a large jar and add the crystals from the alcohol solution.
5. Heat the acid in a simmering hot water bath for 15 minutes The acid should turn a reddish color.
6. Now add 15 grams of potassium nitrate to the acid 5 grams at a time while stirring.
7. Let the acid cool to room temperature then pour the acid slowly into 1 1/2 cups of water and let it cool down again.
8. Filter off the particles of picric acid and wash them with 1 cup of ice water. Dry these crystals before using them.

Picric acid is a very strong dye. Contact with it will stain just about anything. Picric acid also reacts with metal to form picrate salts that are a hazard.

Nitrocellulose

Nitrocellulose (NC), also known as guncotton, is a weak and flammable secondary explosive fit for use as a propellant. That is where it got its name, 'guncotton'. It is otherwise too weak to be used as an explosive unless used in pipe bombs.

Source: [\[1\]](#).

WARNING : This preparation deals with concentrated sulfuric and nitric acids and NO_x gases. Both acids are extremely corrosive and can burn and blind a person. In addition, gloves made of nitrile or most other plastics do not provide adequate protection and should not be used, especially given that nitric acid can instantaneously ignite such materials. Oxides of nitrogen produced by this experiment are extremely toxic (more so than chlorine).

NC can be prepared by nitrating a source of cellulose with nitric acid and concentrated sulfuric acid. The main source of cellulose used is cotton, as it is almost entirely made of cellulose. For the acids, it is possible to use a mixture of concentrated nitric and sulfuric acids, or to directly dissolve a nitrate salt in excess concentrated sulfuric acid, forming the nitric acid directly, thus saving the need to distill the HNO₃. Many procedures using different proportions exist to prepare nitrocellulose. Here are some of them: This preparation have been tested and works very well, burning in a flash leaving almost no ash behind.

1. Prepare 2,5 g of cotton, 0,25 [mol](#) of a nitrate salt (for example, 25 g of KNO₃) and 50 mL of concentrated sulfuric acid.
2. In a beaker, dissolve the 0,25 mol of a nitrate salt in 40 mL of the sulfuric acid. You may need to stir a lot and wait up to 30 min for the salt to completely dissolve.
3. Add the cotton and soak it in the solution using a glass rod.
4. Remove the beaker from the ice bath and let it sit for 25 minutes.
5. Add the remaining 10 mL of concentrated sulfuric acid and mix to make sure all the cotton is completely soaked once again. Be careful, it might be so hard to mix that it'll break your glass rod.
6. Let it sit for 1 hour.
7. Rinse the cotton with an huge amount of water to dilute and flush out the acids.
8. Add the cotton to a solution of NaHCO₃ (sodium bicarbonate) to neutralize what is left of the acids. Once the bubbling stops, let it soak an additional 30 min to make sure the acids are completely neutralized.
9. Rinse with a lot of water to flush the NaHCO₃.
10. Let the nitrocellulose dry completely before use.

Additional notes and tips :

- Use very pure and smooth cotton, if the cotton is a cheap brand and has just a few small knots in it, it will still work but it will burn more slowly and leave more ash behind.
- Even with a good brand of cotton, a negligible amount of ash is left behind. You won't see them if you burn it in your hands or in the air, but you will if you burn it on something white.
- An ice bath is often used in nitrations to prevent runaway reactions. However, using this approach with KNO₃, I found that the temperature does not change much. In fact, the ice bath just freezes the mix and it is a real pain to work with a frozen nitration mixture with cellulose in it. That is why I do not recommend an ice bath.

Urea Nitrate

Sources: [\[1\]](#), [\[2\]](#), and [\[3\]](#).

Sources for Urea (a secondary explosive) is the fertilizer: 46-00-00 or often the prills used for de-icing sidewalks. Urea can also be derived from concentrated urine (animal and human). This is a common variation used in South America and the Middle East by terrorists. Many animals (e.g., dogs) have a much more concentrated urine and it contains a higher urea amount than normal human urine.

Urea nitrate would not be the method of choice for +100 kg detonations due to the rapid decomposition of the more unstable urea nitrate which reduces the shelf life to 30 days. AN is preferred as it is much more stable and has a considerably longer shelf life (up to 1-2 years). Also, it takes considerably longer and more knowledge in chemistry to convert urea fertilizer to urea nitrate, compared to AN. The only advantages of Urea nitrate is that it is easier to acquire the products needed and it is more sensitive to detonation than AN.

Source: [\[4\]](#).

Urea nitrate can be prepared by reacting urea with nitric acid. The reaction is exothermic (produces heat), so it's best to do it at low temperatures. Urea nitrate can be prepared via a double replacement by combining urea with a nitrate salt and concentrated hydrochloric acid in water. Gentle heat, as from a water bath, should be added to bring the urea and nitrate into solution before the HCl is added. The turbid solution clears as the HCl is added and a copious precipitate of urea nitrate is obtained when the solution is cooled below 0 °C. The remaining solution contains a small amount of product and the chloride salt of the cation whose nitrate was used.

Ammonal/Tannerite

Ammonal (also known as Tannerite) is a secondary explosive often used for shooting sports and practice in the USA, as it is relatively safe to handle and detonates when shot. It is a good secondary explosive if the ammonium nitrate used is purified, as if it is not, it will be harder to detonate.

Source: [\[1\]](#).

- 95% (by weight) ammonium nitrate.
- 5% (by weight) aluminum powder (300-600 cross section).

The ammonium nitrate should have the consistency of salt granules, which can be achieved with a blender, espresso processor (read about grinding methods in the ammonium nitrate section), or even a mortar and pestle in a decently ventilated territory with no open flames. Its ignition point is 449° °C.

Put both parts into a compartment with a lot of additional space so you can blend them completely. I get a kick out of the chance to put them into an one gallon container, filling it half way and shaking it vivaciously for about five minutes. The effect of a round shot from any rifle bigger than a.22 LR will give sufficient power to launch explosion or by using a detonator.

ANFO

Sources: [\[1\]](#), [\[2\]](#), and [\[3\]](#).

ANFO is a tertiary explosive that requires 93% ammonium nitrate (AN) and 7% fuel oil (FO) by weight (official recommendation by Dupont). However, In practice, a slight excess of fuel oil is added to compensate for any evaporation. ANFO generally requires a booster in order to detonate. The booster will basically increase the effect of the blasting cap to ensure reliable detonation. It is better to create a larger booster than necessary to avoid taking unnecessary risks. The purer AN you have the smaller booster you will need and vice versa. Diesel can be used as the FO, but no. 2 fuel oil (also called home heating oil) is preferable.

Page 987-988.

A more common and very effective method of mixing AN and FO is by uniformly soaking prills in opened bags with 8 to 10 percent of their weight of oil. After draining for at least a half hour the prills will have retained about the correct amount of fuel oil.

The fuel will disperse relatively rapidly and uniformly. Inadequate priming imparts allow initial detonation velocity to a blasting agent, and the reaction may die out and cause a misfire. So ensure a large enough booster/blasting cap.

Place the AN into the waterproof container. Sprinkle the diesel fuel onto the AN. Do not "stir" these materials, as that will cause them to pack together. Let stand for 1 hour. Seal the waterproof container.

Note: if powdered AN is being used and it becomes packed, it may be fluffed by ruffing a handful back and forth across a piece of screen or a cheese grater. If AN prills are used (compared to powdered AN) a larger booster charge must be used. Finally, ANFO charges must be at least 5 cm in diameter or they will not detonate properly.

Size of prills matters. However, there is usually little you can do about this fact, with the exception of choosing to powder the AN. In the mining industry, the term ANFO specifically describes a mixture of solid ammonium nitrate prills and No. 2 fuel oil (heating oil.) In this form, it has a bulk density of approximately 840 kg/m³. The density of individual prills is about 1300 kg/m³, while the density of pure crystalline ammonium nitrate is 1700 kg/m³. It is notable that AN prills used for explosive applications are physically different from fertilizer prills; the former contain approximately 20% air. These versions of ANFO which use prills are generally called explosives grade, low density, or industrial grade ammonium nitrate. These voids are necessary to sensitize ANFO: they create so-called "hot spots".

ANNM

Sources: [\[1\]](#), [\[2\]](#), and [\[3\]](#).

Page 981.

ANNM usually contains a 60:40(kinepak) mix of AN and NM (60% ammonium nitrate, 40% nitromethane by mass), though this results in a wet slurry. However, a smaller portion of NM may be used. Sometimes more AN is added to reduce liquidity and make it easier to store and handle, as well as providing an oxygen-balanced mix. ANNM is also more sensitive to shock than standard ANFO and is therefore easier to detonate. These factors, plus its higher RE and VOD, make it a popular explosive among recreational users. ANNM detonates at 22,700 fps.

The quality of your end product really depends on the AN, how fine it is and the quality. Industrial ANNM (used for blasting) is 10% NM with medium prills of AN. Higher strength versions include aluminium dust but it should be a microfine dust to get best results. Now on how to acquire nitromethane.

Pages 992-993.

Pure nitromethane is an insensitive explosive with a VoD of approximately 6200 m/s. The reason why NM is so much more powerful than diesel is that nitromethane generates about 2.3 times the power of gasoline when combined with a given amount of oxygen. NM can be obtained from hobby air-plane fuel. The fuel, depending on brand and type, contains anywhere from 12-35% NM. Hobby plane boat-fuel contains the highest percentage (approx 30-50%) while plane/helicopter fuel is on a second with 12-35%. Model car fuel normally contains the least amount of NM. Ensure that you have created a cover story (that you say you own a T-Rex 600 for example) before you make a purchase.

The average price for a 4 L can of fuel (containing 30% NM) is approximately 31 Euro. In other words; if you want 10 L of pure NM you would have to buy 8-9 of these cans for a total of 280 Euro providing you are able to extract 100% of the NM (which you probably won't). This fuel usually consists of: 30% NM, 12% oil lubricant and 58% ethanol. I ordered almost 4 cans of this fuel from each available supplier (total of 5 suppliers) and ended up with 18 cans. I could go to my neighboring countries to buy more or I would have to wait 6 months time before I make another purchase (to prevent suspicion from the suppliers). The fuel can only be transported by ground.

NM is not as dangerous as people would have you think. In fact, nitromethane is one of the safest and cheapest liquid explosives available on the market. It cannot detonate from flame and it is in fact very hard to ignite with a match, and if it does burn, it does so with a lazy blue flame. However, NM is shock sensitive from 6 meters. Nevertheless, as long as you don't expose pure NM to shock or severe friction you will be OK. It is very stable.

- You can set it on fire, it simply burns like ethanol. Since it is flammable liquid, its vapor with air may form an explosive mixture (like many organic solvents).
- Nitromethane is in fact very hard to ignite with a match, and if it does burn, it does so with a lazy blue flame. It does detonate on shock though. It is very stable.
- I'm under the impression that nitromethane is definitely an explosive. It is just much less shock sensitive than theoretic claims.
- Do not pour it into a glass container as the edges have too much friction causing an explosion. Never heat it. Never drop on floor, avoid shock.
- Never touch it as it reacts with skin and the person affected will be killed within 36 hours.

Dilution of the NM mixture with methanol doesn't prevent the invention from working. The dilution just makes the mixture more difficult to detonate, and the explosive force released is correspondingly reduced. To detonate a methanol solution of NM, about one ounce of high explosive booster is needed. Really diluted solutions, such as one would get from 10% NM product would need even more booster. The mixture keeps really well as long as it is sealed up to prevent the NM and amine from evaporating away. One ounce (28,35 g) is required to detonate.

Mixing 84 parts by weight AN with 16 parts by weight of 50% solution of NM in methanol explosive is as powerful as high grade dynamite. Weaker concentrations of

NM could be used instead of 50% but performance would suffer. I wouldn't bother with any product under 30% NM. In a known explosives patent, they specify using fertilizer prills of AN. However, finely ground AN made according to the directions in this section would also work. To enhance the performance of this mixture, one could mix in up to 10-15% by weight of AL powder. According to the patent, this mixture can be detonated with a number 8 cap, and doesn't need confinement for complete detonation.

Purification of NM-hobby fuel. NM can be purified by cooling below its freezing point (28 °C), washing the solid with cold diethyl ether, followed by distillation. How to get more out of Nitromethane? Mix with Trichloroethane (common cleaning fluid)(40 parts AN, 9 parts NM, 3 parts Trich).

Now the procedure to separate NM from methanol in hobby fuel will be written.

Evaporation: It will be hard to get pure nitromethane from your fuel but you should end up with a suitable mix consisting of 50-80% NM, 12% oil and the rest methanol. Methanol evaporates considerably faster than nitromethane, so I'd first just expose it to the air and see when the volume of the liquid had dropped about the right amount. At that point, I don't know exactly how well the oil, nitromethane, and remaining methanol will separate. Do not let it evaporate below 50% of the original volume or you will end up with more oil than nitromethane.

Freezing: Example racing fuel contains:

- 30% NM ($\text{CH}_3\text{-NO}_2$).
- 12% Oil (X-YZ).
- 58% Methanol ($\text{CH}_3\text{-OH}$).

We first need to know the properties of the components to be able to separate them:

1. All are soluble in each other.
2. Their boiling points:
 - NM boiling point = 101°C; freezing point = -29 °C.
 - Methanol boiling point = 65°C; freezing point = -98 °C.
 - Oil boiling point >200°C; freezing point = -10 to -30 °C?

With this information we can conclude that simple freeze distillation can be the way to go. Methanol will be separated and you will be left with NM and oil mix. Freezing is, theoretically, a good way to get the methanol out. I haven't tested it out personally but it should work. Most commercial freezers go as low as -25 to -30 °C which is enough to freeze the NM and thus making it easy to separate the methanol. This process should be repeated so that you ensure that you get most of the NM.

According to one forum source; it doesn't matter if the oil is left in the mix as it won't be able to make the compound inert. So the final mix should still be effective when creating ANNM.

Fractional distillation: Nitromethane distillation from racing fuel is fairly straightforward. It works as a classic simple distillation but to get good results you should try to fraction it as much as possible (long column, packing...). You have to use a decent distillation setup with a thermometer. And no open flames! Electric heating!

1. The temperature remains stable at the boiling point of methanol (65 °C). You have only methanol coming. This is by far the largest fraction. You might as well stop here or you can continue if you want to gain even purer results.

2. Temperature starts rising. You are now collecting a mix of methanol and Nitromethane. This is a large fraction, don't discard it, re-distill.
3. Temperature stays at the boiling point of nitromethane (101 °C). You are now collecting nitromethane.
4. You stop getting condensates and your oil begins to smoke a bit. Turn the heat off. If you didn't fraction your distillation enough, a second distillation will give you almost pure nitromethane.

I got 150ml of rather pure nitromethane out of a gallon of 10% nitro fuel. And for goodness sake DON'T USE A PROPANE BURNER! I did once, and underestimated the temperature. The glass vessel melted. Luckily it didn't contain anything combustible / explosive. The Merck index says nitromethane forms explosive salts. Therefore, I believe the extraction of nitromethane with an alkali is not a good idea. These salts are known as nitronates and are extremely unstable. This problem may occur if you boil the NM mix at 80 °C or above. Small yellow spots may form which is the forming of nitronates. As you turn the heat off, the yellow solids will re-dissolve in the initial nitromethane fraction.

In order to separate the methanol and the nitromathane you need a much better distillation rig, with a fractionating column and a thermometer. For vacuum distillation, you may want to try using a venturi pump - they only cost about 5 USD new. You also might want to practice fractional distillation with other, less hazardous liquids before moving on to explosives.

Note: there is no good reason why you need purer than 80% NM, so don't go overboard on the fractional distillation. The risks and efforts are not worth it.

How To Make ANFO/ANNM More Potent

Sources: [\[1\]](#), [\[2\]](#), and [\[3\]](#).

Page 990.

- Aluminum powder. Adding 5 to 20 percent (15% is optimal), by weight, microfine aluminium powder (30 mesh (JIS sieve) or below is optimal) will increase the VOD substantially. The reason why this is often ignored is due to the high cost of aluminium dust. AL makes the mixture more sensitive to detonation and increases the power output of the product. Thus a smaller primer is needed.
- 3 hydrogen containers (tanks of bottled hydrogen). Three tanks of bottled hydrogen are placed in a circular configuration around the main charge, to enhance the fireball and afterburn of the solid metal particles. Placing 3 hydrogen containers (on all three sides of the main charge) will increase the blast considerably and add a very potent and lethal incendiary effect. Compressed hydrogen is used for mobile hydrogen storage in hydrogen vehicles. It is used as a fuel gas. At this point in time, 2010, there are at least a few hydrogen filling stations in most European capitals. Two cars that use this fuel: Toyota Prius, Mazda RX-8. You would need three hydrogen storage containers, for example the "Palcan Hydrogen System" container. The use of compressed gas cylinders in this type of attack closely resembles the 1983 Beirut barracks bombing. Both of these attacks used compressed gas cylinders to create fuel-air and thermobaric effects that release more energy than conventional high explosives. Thermobaric effects is also a requirement if you plan to detonate a propan-truck (two stage detonation is required for optimal effect, but a thermobaric effect (detonating

fuel-air) is likely to be able to compensate for the lack of the two-stage detonation process. A 50 100 kg booster should be enough in this regard.

- Larger blasting cap and or booster is always a positive factor. Using a larger blasting cap/booster will increase the VOD of ANNM or more precisely, if you fail to use a large enough blasting cap/booster you will fail to detonate all the ANNM optimally.

Napalm

By Koslo

Napalm is a very flammable gel that sticks to things. There will be two different types of napalm that can be manufactured in these guides: 'Napalm (standard)' and 'Napalm (improved/ultra-thick)'.

Sources: [\[1\]](#), [\[2\]](#), and [\[3\]](#).

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Napalm (standard). Materials:

- Undissolvable (gasoline won't dissolve them) containers (glass pilot jars, pop cans, and 1-gallon paint cans are your best bet).
- Compressed-sphere styrofoam (little spherical bits tend to flake off when it's broken).
- Gasoline.

1. Take your gasoline and fill the containers approximately 3/4 of the way full (space must be allowed for foam dissolving and expansion).
2. Take styrofoam and break it into pieces that fit in the jar, and begin to insert them into the gasoline, giving them time to dissolve completely.
3. Feed styrofoam until the mix reaches the desired consistency. The most dense napalm can get is when the mix absolutely refuses to eat anymore styrofoam.
4. This is the part which makes it higher quality than what the other instructions provide. Allow the mixture to sit for 3-5 days, away from water or rain.
5. After the mixture has set (hard layer on top, possible visible separation of water and gel), take a rod and jab a hole through the hard layer on top. Then drain the water that has formed on the bottom, and now you have a good napalm mixture, though you may want to mix it a bit more to get it loosened and gelled again.

Napalm (improved/ultra-thick). Materials:

- Undissolvable containers.
- Styrofoam insulation (the pink, ultra-tough stuff).
- Gasoline.

Same procedure as the standard napalm. I am uncertain if this version needs a few days to set; mine set for a month.

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Use wax soap or candles if there is not enough styrofoam. Peel off small shavings from the soap/candle using a potato peeler. Make them fingernail-clipping sized. Wax soap and candles contain lots of trash which will make the napalm less than optimal.

Napalm can be put into a flimsy bottle with a rag on it for an optimal Molotov cocktail. Remember to light the rag and then to throw the cocktail against a hard surface.

Flamethrower

By Cibervirus83

The flamethrower is a very dangerous weapon that dispenses fire. Great caution should be employed when using the flamethrower, as the user could easily set themselves on fire. The flamethrower written about in this section is not to be confused for the methods of producing fire using a sprayer, gasoline, and a lighter. The flamethrower written about in this section is an actual dangerous weapon which could kill and set buildings on fire.

Source: [\[1\]](#).

- Nitrogen tank. Compressed air can also be used, but it is less preferable.
- Fire extinguisher with an unscrewable head.
- Pressure washer rod with 2 unscrewable threaded fittings.
- Shut off for the pressure washer rod.
- Connecting nut and pipe.
- Propane torch.
- 2 hose clamps.
- Barometer (see the propane tanks guide for guidance).
- Fuel. Lighter napalm is very good.

1. Unscrew the empty fire extinguisher and fill it up half-ways with fuel.
2. Screw it back, and connect it to the nitrogen tank. The pressure inside the fire extinguisher should reach the 'green zone' (around 195).
3. Attach the propane torch to the pressure washer rod with 2 hose clamps, and attach the shut off too.
4. Disconnect the fire extinguisher from the nitrogen tank and connect it to the pressure washing rod.

Put a clamp down on the fire extinguisher, light the propane torch, and set off both shut offs for the flamethrower to shoot out a row of flaming fuel. The flamethrower might reach 10 meters. Beware that you would have to switch to another fire extinguisher if the fuel runs out.

Propane Tanks

By The AQ Chef

Source: [\[1\]](#) (Or pages 105-110 in [\[a\]](#), [\[b\]](#), and [\[c\]](#)).

Pages 62-69.

In this section, we give you strength, power and intelligence. Believe me, using propane bombs gives you all that. It is absolutely simple. And we will make it simpler for you! This recipe gives you the ability to make a propane bomb even in countries with tight security and surveillance. The reason is: primary materials easily available and they do not raise suspicion. These materials are not explosives in nature. But after you have assembled and prepared them, they become a bomb ready for destruction.

This type of bomb is not usually used to destroy buildings, but is very effective in killing individuals.

The merit of this method is that you can prepare a propane bomb in a few hours during the availability of the primary materials. So there is less worry about your personal security.

- Propane tank. Hydrogen, methane, and acetylene tanks are also good.
- Air tank. SCUBA tanks work well.
- Barometer.
- Connecting nut and pipe.
- Decoration lamps.
- Match-heads.
- Epoxy.
- Tissue.
- Battery (12v or more).
- Wire.

We are going to mix two gases; one an oxidizer, another a fuel, in one sealed container that will change the normal combustion of the two materials into an explosive combustion. The explosion will start as soon as a flame emitted from a torch comes in contact with the gas that will burn rapidly under very high pressure.

Pressure units:

- The standard atmosphere that we live in is a unit of pressure.
- The standard atmosphere is almost equal to one bar ($1 \text{ bar} \approx 1 \text{ atm}$).
- In this procedure we are going to use 'bar' as the standard pressure unit for the gas cylinders.
- When you come across any other unit in your barometer e.g. Pascals, kiloPascals or psi, convert it into bar.
- Conversion is very simple, all you have to do is use a converter in your computer OS calculator.
- A Cooking Gas Cylinder can sustain up to 12 bars.
- An Air Cylinder can sustain up to 135 bars.
- 'kg/cm²' is the same as atm (atmosphere).

Pressure difference: while the tap is closed, the pressure in the yellow balloon is zero, while the pressure in the red balloon is one. But when we open the tap, gas moves from the high pressure region (red balloon) to the low pressure region (yellow balloon) in such the pressures in the two balloons become equal.



Closed Tap.



Opened Tap.

Pressure measuring instruments are called 'barometers'. There are different types of barometers, some measure up to 11 bars, others up to 280 bars, and others in

between. Barometers used to measure tire pressure usually measure up to 11, 12 or 16 bars. Barometers used for gas cylinders differ as per the type of the cylinder. For example, large Air cylinders use barometers of 240 bars or 280 bars. Medium cooking gas cylinders use barometers of 34 or 36 bars. There are also many other types of barometers. Barometers use different units, some use bars, others 'atm', pound per square inch (psi), Pascals (Pa) or millimeter of mercury (mmHg).



This barometer is sometimes called a 'regulator'. We will use it in these instructions. The meter on the right measures the pressure in the air cylinder - its maximum measurement is 28,000 kiloPascals (kPa), equivalent to 280 bars. While the meter on the left measures the cooking gas cylinder - its maximum measurement is 1400 kPa, equivalent to 14 bars.



This tire barometer can measure up to 11 bars. We will use it in our procedure.



The meter on the right measures a maximum of 25 atmospheres - almost equivalent to 25 bars, while the meter on the left measures a maximum of 2.5 atmospheres - almost equivalent to 2.5 bars.



This tire barometer can measure a maximum of 16 bars.

Mixing the gases:

1. Discharge gas from the Cooking Gas Cylinder until only 9 bars are left in it.

Note: to be sure of the required amount, you have to measure the pressure after every few moment of releasing the gas. Use a barometer suitable for the cooking gas cylinder.

Note: If you do not have the suitable barometer, there is a simple way to measure the pressure by a tire barometer.

2. Take a normal cooking gas regulator and cut its connecting nut off. Use a hacksaw to cut at the yellow mark. (fig 1.2)



Figure 1.2.

3. Take a tire's inner tube and cut the valve stem off, in such its lower part fits the nut. (fig 1.3).

4. Fit the valve stem into the nut precisely.

5. Apply epoxy from the outside to provide a strong adhesion between the valve stem and the nut and prevent the gas from leaking. Also apply a little of epoxy inside - Do not block the hole. Now the nut is ready to use with the tire barometer and the propane tank. (fig 1.4).



Figure 1.3.



Figure 1.4.

Now to connect the air tank to the propane tank.

Note: to be able to insert air into the propane tank, you should have the connecting nut illustrated in the photo. If the connector is unavailable, or buying it may draw attention to you, you can use a normal cooking gas regulator with a bit of modification. You will have to drill a hole from the inside to let Air pass into the cylinder.



With the two tanks connected, insert 3 bars of air into the propane tank. This will make the total pressure inside the Cooking Gas Cylinder 12 bars. The higher the gas pressure the stronger the explosion. Avoid heat and fire sources while inserting or discharging gas! Propane is very flammable.

Now the ignition lamp is to be prepared. Otherwise, there will be no way to detonate the propane inside the tank. It is advised to read the section about the timing device first.

1. Break the top of the decoration lamp by heating it. Make sure the filament does not break.

2. Fill the lamp with match-heads. (fig. 3.1).

3. Seal it with a tissue. (fig. 3.2).



Figure 3.1. Match in lamp.



Figure 3.2. Sealing.

4. Insert the lamp into the connector, while the wires are out.

5. Apply epoxy to seal the connector or the modified regulator.



Ignition lamp in connecting nut.



Ignition lamp in modified regulator.

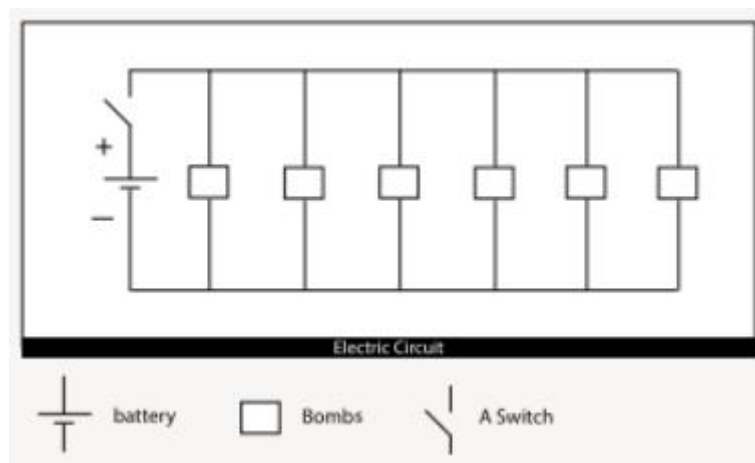
6. Fasten the connector to the propane tank carefully. (fig. 4.1.).

6 closely kept 25-liter propane tanks will be enough for a car bomb that could kill large amounts of people in a crowd. Tape or glue shrapnel on the surface of the propane tanks and place shrapnel wherever there is space for it to be thrown out and into the crowd. The bombs will become much more deadlier and dangerous when using shrapnel!



Figure 4.1. Propane tank bomb.

Every ignition lamp has two wires. Connect the wires on the right to the positive pole (+) of the battery (12v or more), and the wires on the left to the negative pole (-). Here's how to set up multiple bombs (in a diagram):



When these two wires are connected to the battery the bomb will explode. That is why you should put a switch on the positive side so that you can control when to detonate the bomb and protect the circuit from premature detonation. It is recommended to test this circuit without bombs first. The propane bomb could be detonated by a timing device or by remote control. Also, differently from movies and video games, the propane tank will not blow up when shot.

Pipe Bombs

By Cpl. Vernon Itas

Sources: [\[1\]](#), [\[2\]](#), and [\[3\]](#).

Pages 208-210.

The classic pipe bomb is the best known example of a metal-contained explosive. Idiots take white tipped matches and cut off the matchheads. They pound one end of a pipe closed with a hammer, pour in the whitetipped matches, and then pound the other end closed. This process often kills the fool, since when he pounds the pipe closed, he could very easily cause enough friction between the match heads to cause them to ignite and explode the unfinished bomb. By using pipe caps, the process is somewhat safer, and the less stupid terrorist would never use white tipped matches in a bomb. He would buy two pipe caps and threaded pipe (fig. 1). First, he would drill a hole in one pipe cap, and put a fuse in it so that it will not come out, and so powder will not escape during handling. The fuse would be at least 3/4 an inch long inside the bomb. He would then screw the cap with the fuse in it on tightly, possibly putting a drop of super glue on it to hold it tight. He would then pour his explosive powder in the bomb. To pack it tightly, he would take a large wad of tissue paper and, after filling the pipe to the very top, pack the powder down, by using the paper as a ramrod tip, and pushing it with a pencil or other wide ended object, until it would not move any further. Finally, he would screw the other pipe cap on, and glue it. The tissue paper would help prevent some of the powder from being caught in the threads of the pipe or pipe cap from being crushed and subject to friction, which might ignite the powder, causing an explosion during manufacture.



fig 1. Threaded pipe and endcaps.

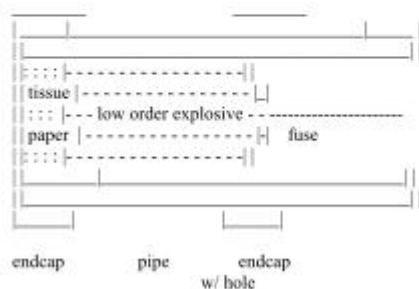


fig. 2 Assembled pipe bomb.

This is one possible design that a mad bomber would use. If, however, he did not have access to threaded pipe with endcaps, he could always use a piece of copper or aluminum pipe, since it is easily bent into a suitable position. A major problem with copper piping, however, is bending and folding it without tearing it; if too much force is used when folding and bending copper pipe, it will split along the fold. The safest method for making a pipe bomb out of copper or aluminum pipe is similar to the method with pipe and endcaps.

First, one flattens one end of a copper or aluminum pipe carefully, making sure not to tear or rip the piping. Then, the flat end of the pipe should be folded over at least once, if this

does not rip the pipe. A fuse hole should be drilled in the pipe near the now closed end, and the fuse should be inserted. Next, the bomb-builder would fill the bomb with a low order explosive, and pack it with a large wad of tissue paper. He would then flatten and fold the other end of the pipe with a pair of pliers. If he was not too dumb, he would do this slowly, since the process of folding and bending metal gives off heat, which could set off the explosive. A diagram is presented to the right: A CO2 cartridge from a B.B gun is another excellent container for a low-order explosive. It has one minor disadvantage: it is time consuming to fill. But this can be rectified by widening the opening of the cartridge with a pointed tool. Then, all that would have to be done

is to fill the CO2 cartridge with any low-order explosive, or any of the fast burning fuel-oxidizer mixtures, and insert a fuse.

A design employing a smaller low-order explosive device inside a larger device containing a high-order explosive would probably be used. It would look something like: if the large high explosive container is small, such as a CO2 cartridge, then a segment of a hollow radio antenna can be made into a low-order pipe bomb, which can be fitted with a fuse, and inserted into the CO2 cartridge.

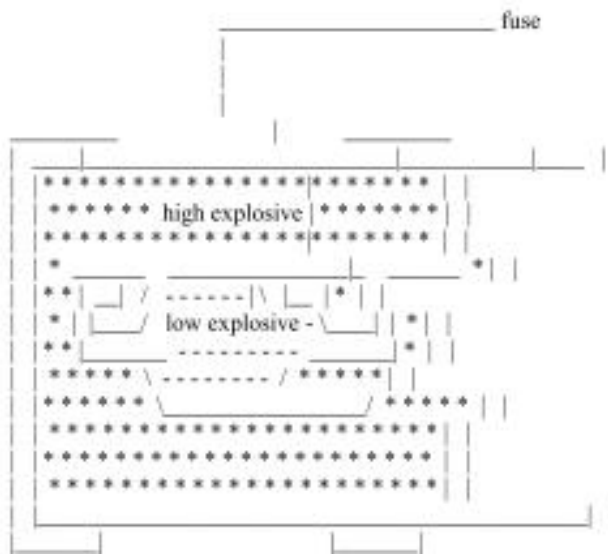


fig. 1 pipe with one end flattened and fuse hole drilled (top view)

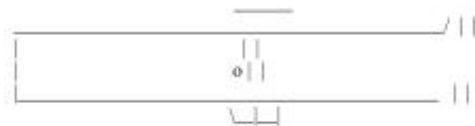


fig. 2 pipe with one end flattened and folded up (top view)

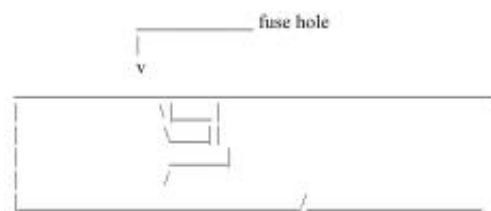


fig. 3 pipe with flattened and folded end (side view)

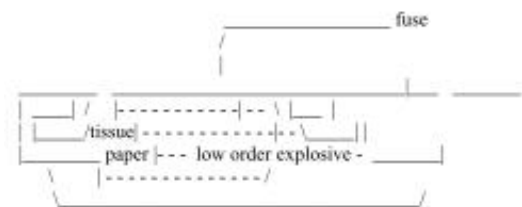


fig. 4 completed bomb, showing tissue paper packing and explosive (side view)

Mail Bombs

By The AQ Chef

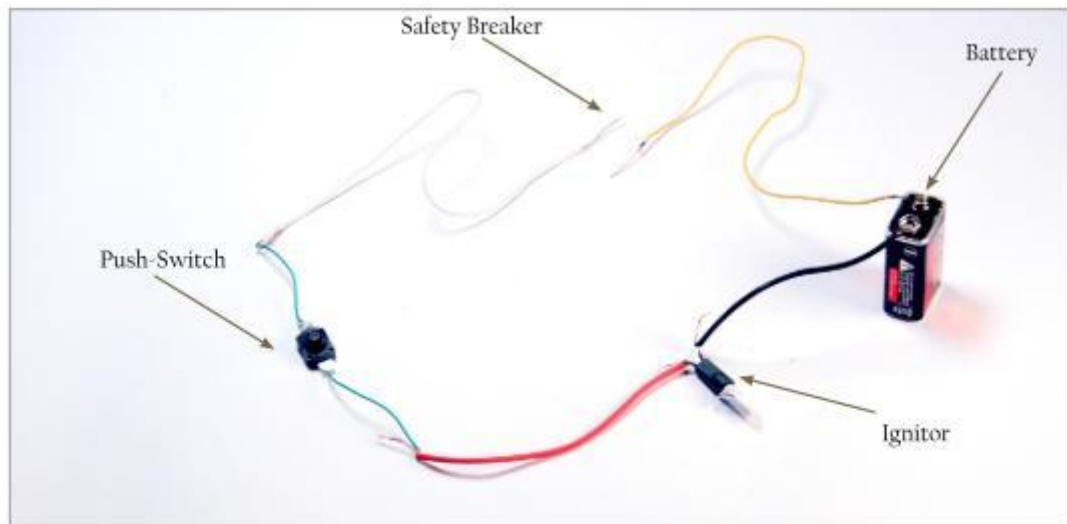
Mail bombs can be sent without much hassle, but are rather difficult and dangerous to make. Just ensure that the mail bomb can not be tracked back to you after it has been sent. Do not rely on the detonation destroying the evidence: the bomb could be intercepted or could fail to detonate. Leave no genetic evidence or fingerprints on the mail bombs you make.

Sources: [\[1\]](#), [\[2\]](#), and [\[3\]](#).

Pages 88-93.

Materials:

- Push switch.
- 9v battery.
- Wires.
- Decorative lamp/detonator (ignitor).
- Package.
- Wood.
- Glue.



This is the main circuit, its main components are:

(1) - Battery. (2) - Ignitor. (3) - Push Switch. (4) - Safety Breaker.

If the safety breaks are connected and the push switch is not pushed down, electricity will run through the circuit and activate the detonator (ignitor). So, when the package is opened so that the push switch is no longer pushed, the detonator will activate and detonate the mail bomb. We will use a book and turn it into a package bomb, such that it will explode when opened. Below are the steps to follow in preparing the book.



Size of the book should be proportional to the size of the bomb placed inside.



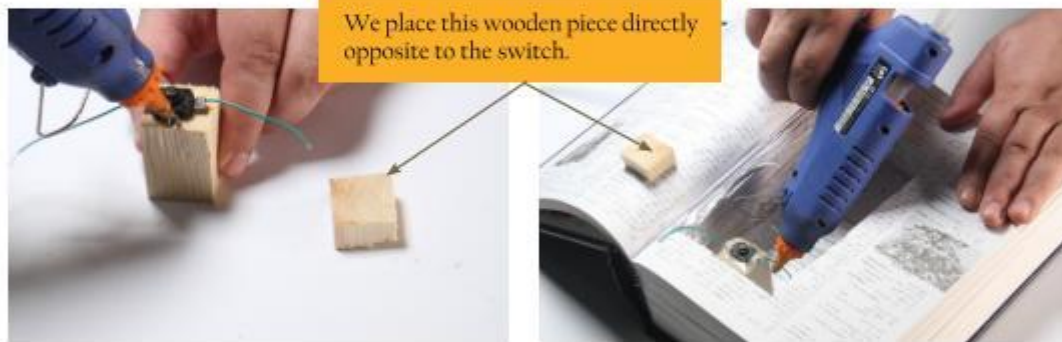
Draw a boarder and start cutting the pages as shown above.



This book is ready for the bomb trap.



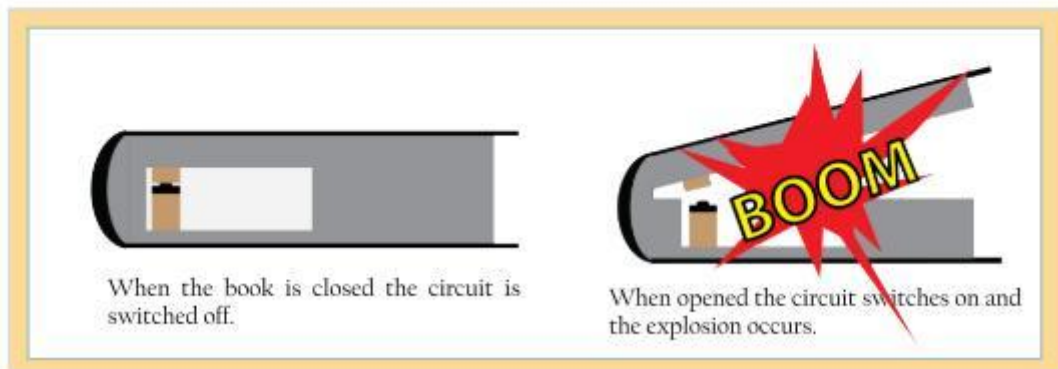
We will use pieces of wood to fix the switch button in the appropriate place.



Fix the push switch on the wooden piece using glue.

Fix the wooden piece in its suitable place in the book.

Place the bomb in the book and fix them properly. Place more shrapnel towards the side of the front of the book so that the detonation is even more devastating against the intended target.



We have to carefully remove these two wires from the back of the book as shown above without making a connection. You can wrap them up with sellotape, so as to avoid unnecessary contact. We remove the safety wires from the back of the back of the book. These wires when in contact will activate the electric circuit, and what is left is for the book to be opened and the explosion to occur. The importance of the safety wires is to prevent any accidents in case of any mistake i.e. if the circuit is connected then these wires will act as safety and prevent unnecessary explosions – so long as they do not come in contact!



To be sure that no mistake takes place, stay at a safe distance and separate yourself and the book using a thick wall. Extend a wire from each end of the safety wires (from the book). Place the book behind a wall and connect the wires together. Now hope for the best, in that there have been no mistakes and the mail bomb does not detonate. If it does, the wall will protect you.



After being sure that the electric circuit is safe we can connect the safety wires and hide them inside the hardcover, on one of the ends of the book as shown above. You must experiment using a test lamp before actually connecting to the bomb, so as to confirm if the circuit is working. Cover the book so as to prevent any unnecessary opening of the book which will cause it to detonate prematurely.



These are different types of packages you can choose from depending on the size of the bomb and the weight of the package. You would not want the book to be suspiciously heavy.

Door Trap Bombs

By The AQ Chef

Door trap bombs are designed to detonate when the target door is opened. These are great for assassinations or as booby traps. Ensure that no guerrillas will accidentally open the door.

Sources: [\[1\]](#), [\[2\]](#), and [\[3\]](#).

Pages 100-102.

Materials:

- 2 strong solid wires (single-strand).
- 9v battery.
- Toggle switch.
- Decorative lamp/detonator.
- Bomb.
- Cloth hook.

1. Take 2 strong solid wires and shape them as seen in figure 1. Insert one of the wires into the other as seen in figure 2.

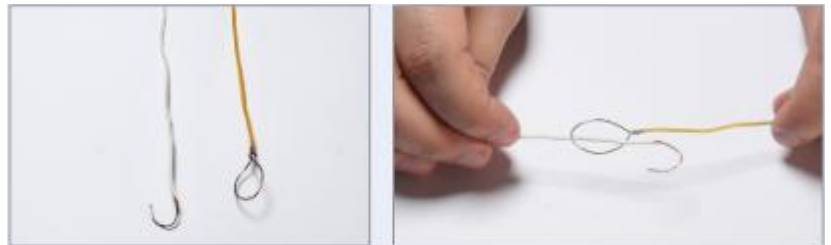
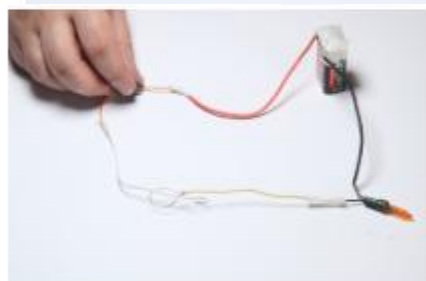
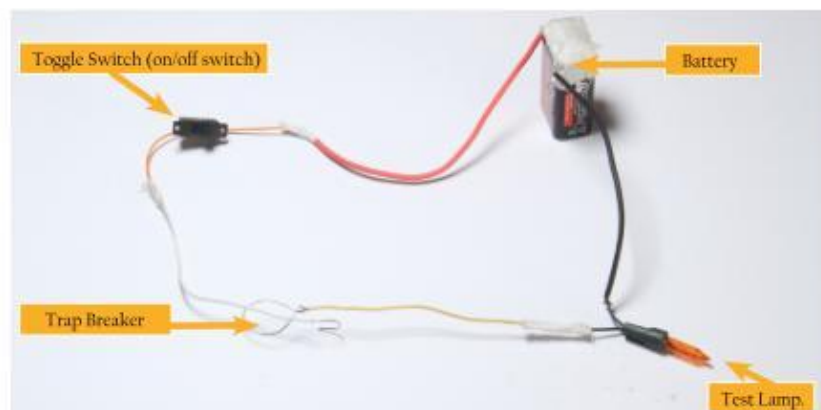


Figure 1.

Figure 2.

2. Now we connect the electric circuit as shown below.

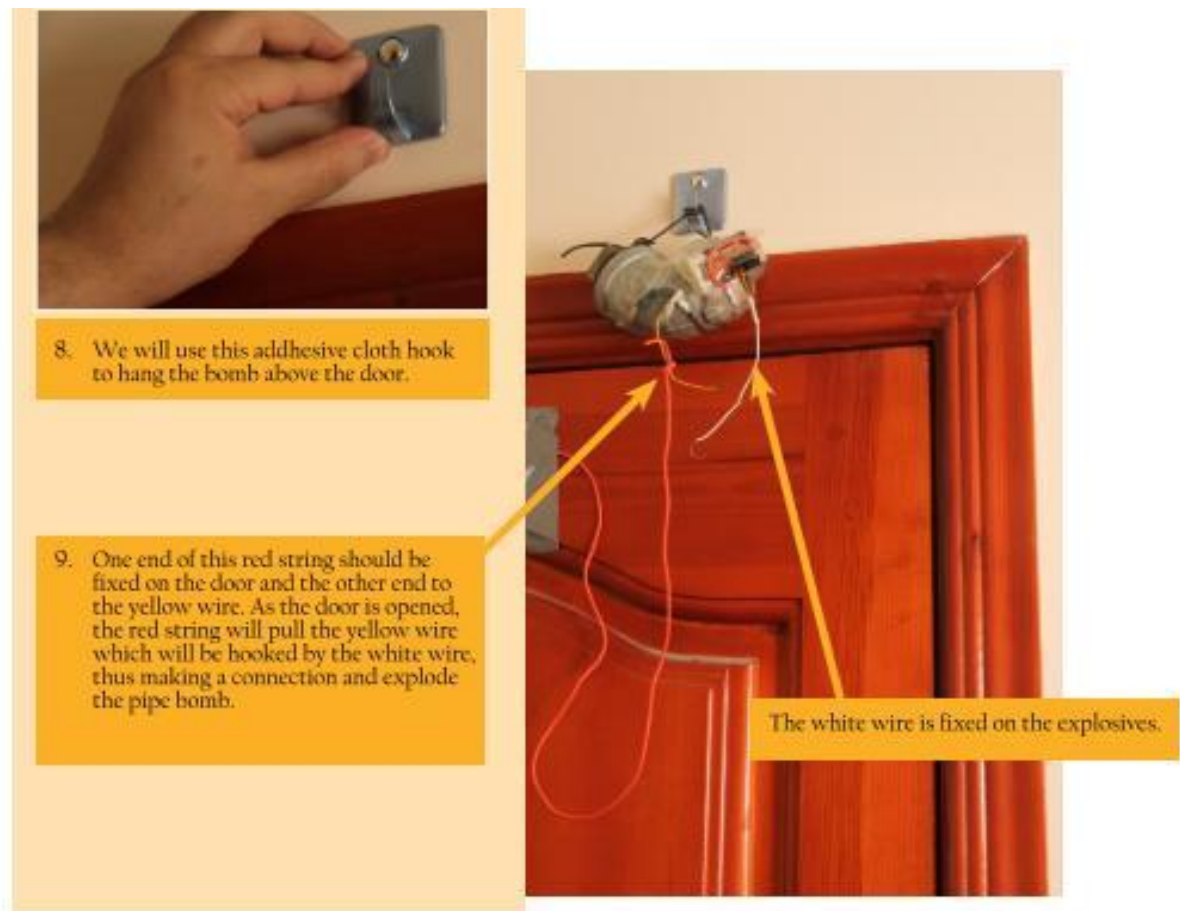


3. Switch on the toggle switch.



4. Pull the trap wire. If the test lamp lights this means that the circuit is OK.

5. Set up the door trap bomb.



Note: step 6. and 7. in the guide are about which bombs and detonators were going to be used by the guide. This is not important for the reader, as this will have little effect.

When the fuse ignites it will take approximately 3 seconds for the bomb to explode. This is enough to make the body of the person to be in the target area i.e. outside of the door, thus making all of his body vulnerable to the explosive effect.

Magnetic Bombs

By The AQ Chef

Sources: [\[1\]](#), [\[2\]](#), and [\[3\]](#).

Pages 94-99.

This is a small quantity explosive that can be carried by hand. When attached under a vehicle (such as a car), it will detonate when the car reaches a set amount of speed. This will either cause the explosion to kill the person in the car, or the person to lose control of the vehicle and be killed in the crash.

First the electric wind switch will be prepared. It is a switch ignited by the wind generated by the car when moving at speed.

1. Cut a rectangular piece of paperboard. (fig. 1).
2. Place a piece of carton on one end of the rectangular paperboard. (fig. 2).



Figure 1.



Figure 2.

3. Place an electric wire on the paperboard. (fig. 3).
4. Cut a piece of metal the same size as the paperboard.
5. Tie the metal piece to a wire.
6. Connect the wire to the toggle-switch. (fig. 4).

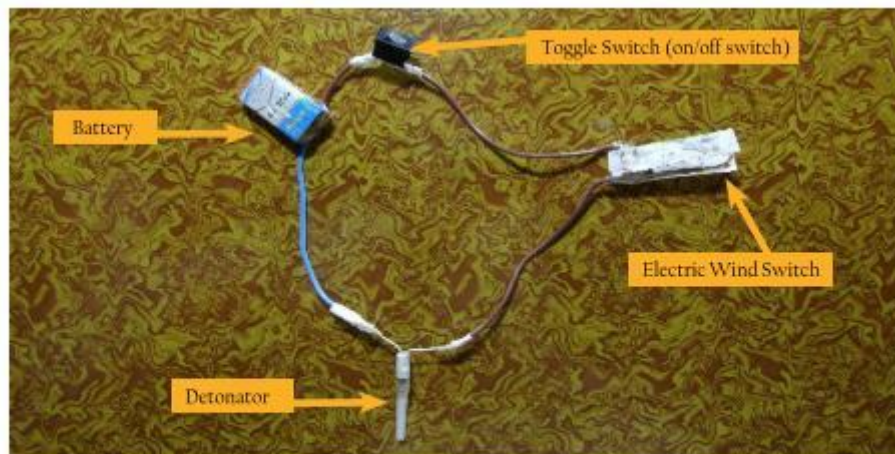


Figure 3.



Figure 4.

7. Connect the paperboard to the metal piece in such that the carton acts as a separator between the two.
8. The switch is now ready, when the carton piece is connected to the metal the circuit will be connected. When the bomb is attached and this happens, it will detonate.
9. Connect the detonator, toggle switch, battery, and the electric wind switch.



10. Connect the circuit to the bomb and fix the electric circuit to the advice. We place the electric wind switch in front of the bomb to face the direction of the wind when the car moves.

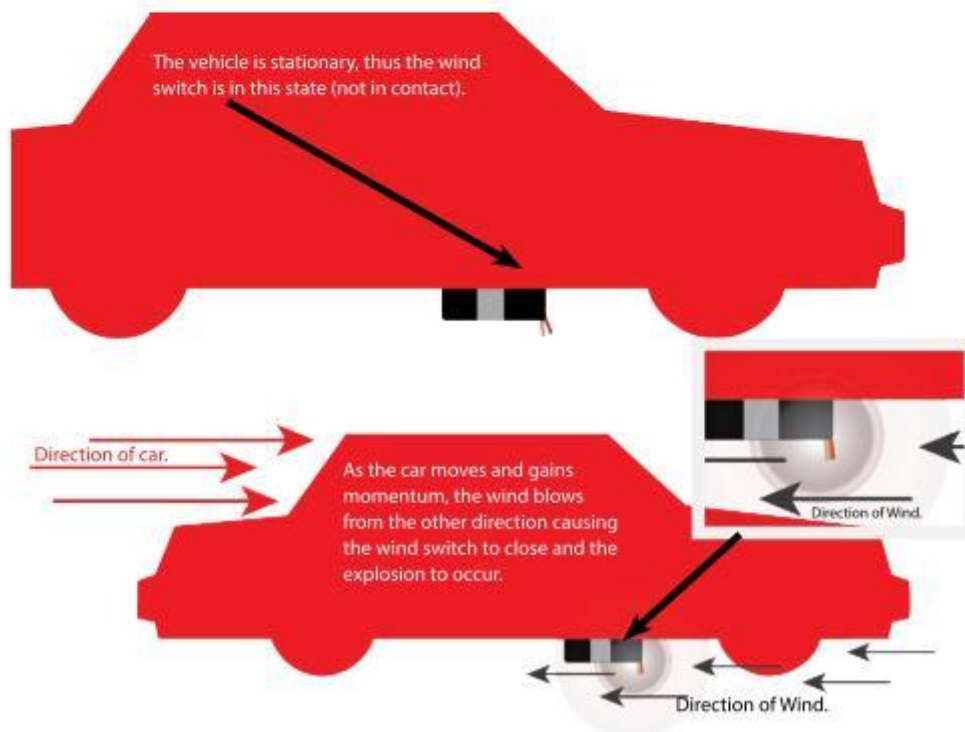
11. Take a strong magnet (such as one from a car antenna or electric speakers) and super glue it to a rectangular shape of metal. (fig. 5).



Figure 5.



12. Fix the magnet to the bomb, as shown above. And the bomb is ready for use. Place the explosives at an appropriate space under the car and turn on the toggle switch. As the car speeds up wind coming from the opposite direction will push the paperboard to make contact with the metal piece and thus connecting the circuit for detonation.



Car Bombs

By Anonymous

Sources: [\[1\]](#), [\[2\]](#), and [\[3\]](#).

Pages 103-104.

Car bombs (which will also refer to truck and van bombs) are an effective tool to decimate a target of considerable size. They have been used to great effect both as suicide IEDs and remote detonations. There is no one size fits all approach to creating a car bomb. If you expect to encounter gunfire then you will have to consider adding considerable armor and adopting a driving style which suits the added weight and loss to maneuverability. The ideal car bombing mission involves remote detonation of a parked vehicle, as no guerrilla or terrorist will have to die.

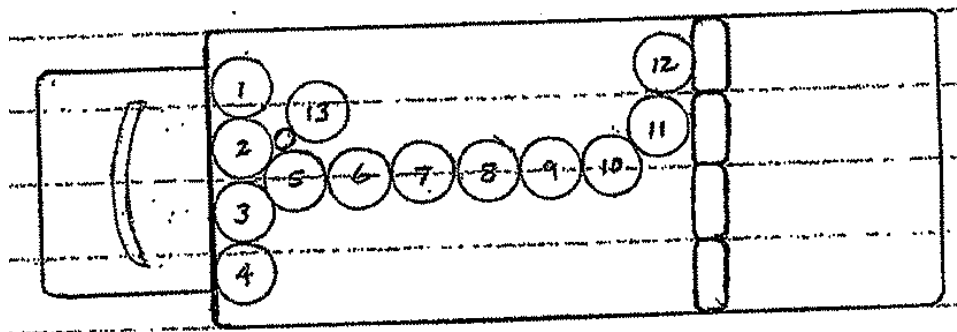
When driving to your target follow all traffic laws. If using a fake delivery van, dress and act the part. The car should never be particularly suspicious. Parking an unclean red-brown van outside government headquarters and exiting out with guerrilla clothing will raise many more warning signals than parking a clean white van and exiting out dressed as a furniture mover or electrician.

Anonymous.

Car bombs come in different sizes depending on the target. What will be needed is a tertiary bulk explosive, such as ANFO and ANNM. The bulk will make up most of the car bomb. A secondary booster explosive will be needed to detonate the bulk, and the more of the secondary there is, the better. The booster itself will have to be detonated with a detonator. Some spots outside the detonator place could have booster explosives which could be set off by the bulk explosives. Ensure that all the explosives are near each other to ensure complete detonation. Read the ammonium nitrate section for more information. The bomb should detonate when the building is crowded.

Put blinds or some sort of covers on the side windows except the rear window and the front side including windscreen. Inspect the car from all angles, can the bombs be easily seen? If so cover them with a blanket. Windowless vans are ideal for this reason. Ensure that the car bomb does not look too suspicious with covers on. Mostly gut the car internally for more space for bombs.

To avoid the car/truck flipping over while driving to the location yet still maintaining a powerful blast, the bombs will have to be organized into a shaped charge. While putting all barrels or crates containing the bombs right against the wall to the side of the target would be most powerful, doing so could cause the vehicle to break or flip to its side. A good shaped charge is the 'backwards J' which was used in the Oklahoma City bombing, shown below. The 'jaw' of the 'J' will face the target.



Sandbags could be placed behind the barrels to further direct the blast towards the target. Jugs of flammable liquids such as napalm could be placed over the barrels to cover the entire area in fire after the detonation. Remember to fasten the barrels to the floor of the vehicle! Otherwise, the barrels could move about and make a less preferable shape when driving to the target location.

A car could be stolen or bought with cash and no papers signed to leave behind as little evidence as possible. Map out where security cameras are in the route that is to be taken to the target location – it is not important if the security cameras record the car nearby the target location. It is advised to put pillows or other soft things under the clothes worn to look fatter and to color ones visible skin during the operation. This way, when those things are taken off, it will be harder to identify the perpetrator. Do not park the car somewhere where it will be visible and connected to you during the preparation for the car bombing.

Source: [\[4\]](#).

Page 40.

For every building there is a center of gravity and there are certain points in the building that if destroyed would cause the fall of the building. These points tend to be pillars and corners. If two corners of a building are struck, the building will hopefully come tumbling down. If one corner is struck in the bottom of the building the building may also fall down. The focus should be on the bottom of the building to take advantage of the weight of the building on top of it. The car bomb could also be detonated nearby a fuel tanker to increase damage.

Anonymous.

Examples

Here will be provided multiple examples of powerful car bombs through history – from 1927 to 2017. You will be able to see first hand the destruction these bombs caused so as to base the amount of explosives your operation should use. The explosives used, the amount of explosives, the date, and the amount dead and injured from the explosives will also be noted beneath the image used.



1927. Bath Township, Michigan. 44 dead, 58 injured. ~250 kg dynamite and pyrotol.



2011. Oslo, Norway. 8 dead, 209 injured. 950 kg ANFO (derived from CAN and diesel and possibly some nitromethane and aluminum).



1987. Zaragosa, Spain. 11 dead, 88 injured. 250 kg ammonal.



1994. Buenos Aires, Argentina. 86 killed, 300 injured. 275 kg ANFO.



1993. New York City, New York. 6 killed, 1,042 injured. 606 kg urea nitrate.
(Underground of WTC heavily damaged; building intact).



2017. Mogadishu, Somalia. 585 killed, 316 injured. ~2,000 kg unknown explosive + nearby fuel tanker.



1995. Oklahoma City, Oklahoma. 168 killed, 680 injured. 3,200 kg ANNM.



2008. Islamabad, Pakistan. 54 killed, 266 injured. 600 kg TNT and RDX.



1993. London, England. 1 killed, 44 injured (warned beforehand). 1,200 kg ANFO.



1998. Nairobi, Kenya. 213 killed, 4,000 injured. 900 kg ANFO.

As you can see, a lot has to do with what building is targeted instead of what explosives and the amount of that explosive is used. The bombing in Oslo used a much more powerful bomb than in Buenos Aires, yet killed many less people. Simply put: the target building in Oslo was much more powerful at withstanding a blast. A lot also has to do with timing. Ensure that the car bomb detonates when the building is crowded with the intended target. When the building is destroyed, almost everyone in those parts of the buildings will be killed.

Note: It should be known by the user of the car bombs that all evidence will not be destroyed in the explosion. Timothy McVeigh, the perpetrator of the Oklahoma City bombing, was identified as the perpetrator after the axle of the truck he used was retrieved from the explosion. It was strong enough to withstand the explosion. If time is important for fleeing, you could place canisters of chlorine in the bomb. This way, the area will be poisoned after detonation. This is unlikely to kill anyone, but would make any police or medics sick when arriving to the target location, saving time for the terrorist to be unidentified.

Hardness Of Materials

The softest material one will likely encounter in buildings is wood, which is easily demolished and set aflame. Other weak materials are plastic, plaster, glass, and synthetic foam. More powerful than that are bricks, asphalt, and adobe. Most blasts should be able to destroy all of the materials mentioned. The more problematic materials are steel, concrete, and stone. While steel is often set out as a 'skeleton', concrete and stone lay as solid blocks, which means that they will be more difficult to

destroy. These materials are differently powerful when it comes to their uses and origin. Marble and sandstone are much more soft than gneiss and granite. Concrete is manufactured with different compressions for different uses.

Source: [\[1\]](#).

The strength of concrete is measured in terms of pounds per square inch (or PSI). PSI is a measure of compressive strength, or the ability of the material to carry loads and handle compression.

2500-3000 PSI: Most concrete has a PSI rating of 2500 to 3000. This type of concrete can be used for sidewalks and residential driveways. This concrete is generally more affordable than higher strength concrete.

3500-4000 PSI: Concrete with a PSI of 3500 to 4000 is typically used for concrete beams and footings. It can also be used for slab foundations and high traffic roads.

4000-5000 PSI: Concrete with a PSI of 4000 to 5000 is found in warehouses and factories, in addition to other large-scale commercial and industrial properties.

6000+ PSI: Concrete with a PSI rating of 6000 or more is considered high-strength concrete. It is typically found in nuclear power plants and other areas where radiation contamination is possible. High strength concrete has a lower water-cement ratio, giving it additional durability and strength.

Poisons

By Anders Behring Breivik

Sources: [\[1\]](#), [\[2\]](#), and [\[3\]](#).

Pages 1006-1007.

Poison	Availability	LD50 for a 75 kg person
Tetrodotoxin (globefish toxin)	Hard	0,75 mg
Hydrogen cyanide	Hard	30 mg
Sodium cyanide	Hard	40 mg
Potassium Cyanide	Moderate	60 mg
Ricin	Moderate	60 mg
Nicotine 100% pure	Easy	60-80 mg
Saxitoxin (shellfish poison)	N/A	60 mg
Diarsenic Pentoxide	N/A	600 mg
Carbofuran (a pesticide)	N/A	750 mg
Heroin (50-75% pure)	Easy	1 g
LSD	Easy	1,2 g
Phosphamidon (an insecticide)	N/A	1,8 g
Arsenic	Moderate	57 g
Potassium Chloride	Moderate	190 g

Lab equipment needed:

- Hazmat suit (inhaled or skin-absorbed poison fumes/particles can kill you).
- Full facemask with correct toxin filters.
- A box of latex gloves.
- Proper ventilation.

Exercise great care when purifying and handling poisons. You need to set up a lab and ensure that you have proper ventilation. Buy a hazmat suit. Lakeland Dupont Tychem F suits with hoods and boots are available for as low as 11 USD on Ebay (I got mine for this price). Buy a face mask; for example a 3M 6800 full face respirator with appropriate filters (choose Organic Vapor/Organic Vapor-Acid/Organic Vapor-Acid-Gas filters) depending on the chemicals you will be working with. You can buy this facemask with filters from Ebay for as low as 100 USD (I got my mask with filters for 130 USD incl. shipping).

Sources: [\[4\]](#), [\[5\]](#), and [\[6\]](#).

Pages 287-288.

The synthesis of poisons is not a project to be undertaken lightly. It is one of the most dangerous projects which can be done in the laboratory. The danger comes from the fact that a little bit on the skin translates into a miserable death minutes later. Beginners at organic synthesis are notorious for spilling the things they are cooking onto themselves, so this is a job for a seasoned veteran. For this reason, a certain amount of chemical expertise will be assumed in the following section. It is meant to be fully understood by anyone who has made it through a couple semesters of college-level organic chemistry.

The equipment needed for production of poison is basically the same as that needed to produce any other of a wide range of organic chemicals. The standard distilling kit with a variety of sizes of round-bottom flasks is a must, as is a magnetic stirrer-hotplate and a good source of vacuum such as a properly working aspirator.

Using the gas mask filter in combination with a fan to produce a positive flow filtered air environment in a room or the inside of a car. A fan draws air into the vehicle through the mask filter which reacts out the nerve agents. The clean air then pushes out and displaces the air in the vehicle through the cracks and crevices. This prevents the toxic gas from seeping into your protected environment.

Protection against nerve agents usually involves creating physical barriers against exposure to the chemicals and reacting them to less toxic forms with moisture and chemicals. Full body protective suits in combination with gas masks or scuba gear prevent contact with skin surfaces or breathing in the agent. Washing off the suits in a shower before taking them off reduces potential exposure from residues. For ordinary citizens, the only available protection is usually a gas mask. This can be supplemented with a number of field improvised protections.

Military gas masks are designed with filter pads (six core layers laminated between two packing layers) composed of viscose rayon, vinyon, and glass fibers. The core layers are impregnated with 75% Whetlerite which is a finely ground activated carbon which has been immersed in a solution of ammoniacal solution of silver, copper, chromium, and carbon dioxide. It is then dried at temperatures high enough to drive off ammonia from the resulting granules. This formula provides complete protection against all known military toxic chemical agents but does not protect against some industrial toxics like ammonia, chlorine gas, and carbon monoxide.

Sources: [\[1\]](#), [\[2\]](#), and [\[3\]](#).

Pages 1008-1012.

Nicotine

Pure nicotine is one of the most deadly poisons on earth. Pure nicotine (99%-99.5%) from China is typically solvent extracted from tobacco leaves and is described as a clear to yellowish oily liquid. This is generally sold by Kg (weight) as opposed to volume (L). However from all I've seen, these liquids have the same density as water 1kg=1L.

Nicotine initially causes a burning sensation in mouth and throat, then salivation, nausea, abdominal pain, vomiting and diarrhea. Then systemic effect inclagitation, headache, sweating, dizziness, auditory and visual disturbances, confusion, weakness and incoordination. At first respirations are deep and rapid, blood pressure is high and pulse is slow. Intense vagal stimulation may cause transient cardiac standstill or paroxysmal atrial fibrillation. Pupils are generally constricted. Central nervous excitation is also evidenced by tremors and sometimes by clonic-tonic convulsions. As depression develops, the pupils dilate, the blood pressure falls and the pulse becomes rapid and often irregular. Faintness, prostration, cyanosis and dyspnea progress to collapse. Death from paralysis of respiratory muscles, usually only a few minutes after collapse.

There is a cure, but it has to be injected within 5-20 minutes after nicotine overdose. Dying from nicotine overdose is considered a horrible and painful death.

Nicotine fumes last about half an hour in air environment. In its pure form, which is called "freebase nicotine", it reacts chemically with oxygen in the air, with water, and most other living tissues, destroying them instantly. Freebase nicotine is highly poisonous and is sometimes used as an insecticide. It makes a good insecticide because it only lasts about half an hour in the environment, being so unstable in the presence of air. In very small amounts, freebase nicotine can be injected into a person's bloodstream and has an effect almost identical to cocaine.

Market price is currently 150 USD for 1Kg of 99% pure liquid nicotine + 160 USD DHL shipping = 310 USD total. I just ordered a sample batch of 50 ml for a total of 80 USD including shipping. If it doesn't get through customs I will have to extract nicotine from tobacco. Snus and cigarettes can be used as sources of nicotine.

In theory, snus seems like the most cost efficient alternative when is extraction of nicotine. However, it is allegedly a lot easier to extract nicotine from tobacco so choosing snus as the source for extraction is not recommended. At least, this is according to 4 individuals who apparently tried 20 different methods for extracting nicotine from snus (found sources on e-cig forum). I will make an attempt myself on extracting from both snus and tobacco to confirm this, if my Chinese parcel is seized.

Decoction is a method of extraction by boiling of plant material. The method of extraction is very simple:

Snus: Put loose snus in tea bags, boil, then filter, then boil again etc (Similar to tobacco approach). I've also heard that microwave-boiling snus in water for a two-three minutes will yield even better results.

Cigarettes: 3 guides are provided.

Guide 1: Water alone will do the job. Just add tobacco to hot water, heat it to boiling, strain off solids, and then filter the stuff. Boil down the remaining water until it is

supersaturated. Then, let it cool slowly. Add a seed crystal or scrape the sides of the smooth container with a glass stirring rod (or a spoon if nothing else is available). Filter the crystals that form in the solution with vacuum filtration. A good way to do this is by putting a coffee filter in a funnel, then putting the funnel spout-down in a running wet/dry vac.

Guide 2: This entire process took about 3-4 hours to complete. I would recommend a gas stove or be very careful and patient with an electric stove top. Get some distilled water and a measuring cup. Also filters for a drip coffee machine.

1. Put the tobacco in a sauce pan (1 quart).
2. Add two cups of the distilled water. Bring this to a slow rolling boil, stirring about every 3-4 minutes.
3. Simmer until you have about a 1/3 cup of liquid remaining. It is very important to not turn the heat up to high or you have a bunch of sticky thick useless stuff, or so I have heard.
4. Let cool about 10 mins.
5. I taped my coffee filter around the outside lip of a 12oz ceramic coffee cup and poured this mixture into the filter. Some of the juice seeped through, most did not.
6. I finally, after about a half hour, untaped the filter, being careful to not dump the tobacco into my juice. I folded the filter up and squeezed the remaining juice into the cup. Take the tobacco left in the filter and eat it. (just kidding:P).
7. Place the left over tobacco back into the sauce pan, add 2 cups of the Distilled water and repeat the procedure.
8. This time slow bowl until you have a bit less juice (about a quarter cup). Remember to watch this, do not let it boil down too long or you have a thick sticky mess.
9. Strain it again in a separate container.
10. Combine the two containers of liquid.
11. Strain this again back into the sauce pan.
12. Slow boil again until you have a quarter cup or a bit less.
13. Strain one more time

Guide 3: I myself have been using PGA (95% pure grain alcohol) and a soxhlet extractor to mimic this type of extraction. I then vacuum filter to .22um while it is still in about 250ml PGA (Started with 20gm of cigar tobacco) I use vacuum distillation to recover most of the PGA. I use warm bottom heat to evaporate more of the liquid. It will precipitate out some of the oils. Re-dilute, re-filter, re-recover and re-evaporate. A lot of tars come out at the filtering step. You end up with very dark but low solids

E-Juice: Buy e-juice (liquid with 10% nicotine) and boil down. E-Juice is pretty inexpensive even at \$20 per ounce.

Contents of cigarettes:

1 cig = 10mg nic (approx).

1 pak cig = 20 cigs x 10mg = 200mg nic.

1 carton cigs = 10 paks x 200mg nic = 2000mg nic.

1lb tobacco yields about 3 cartons cigs x 2000mg = 6000mg nic.

1oz ejuice = 30ml x 36mg nic per ml = 1080mg nic per 1oz bottle.

1lb tobacco = 6000mg nic divided by 1080 mg nic per 1 oz ejuice = 5.5 1oz bottles ejuice.

Contents of snus:

Mini portion is usually 4mg/portion.

Standard portion is usually 8mg/portion.

Strong portion is usually 12-17 mg/portion.

1. Thunder portionssnus contains 16 mg PER GRAM (Thunder Extra Strong Original Portion), the strongest snus available. (either Thunder or Odin snus).

2. General Ekstra Sterk contains 15 mg per pouch.

A roll (10 boxes) of portion weighs 390 g whereas 240 g is snus.

A roll of loose weighs 620 g whereas 450 g is snus.

Nicotine cover story. Here is a copy of the email I sent to the supplier;

“Hello, My company is in the process of attempting to establish a market for e cigarettes in Norway. In this context we are going to produce a test/research batch of these products with the intention of documenting the effects as a quit-smoking product. Our government’s main argument against allowing commercialization of these specific quit-smoking products is that there is lacking research on this area. We are looking forward to pursue the possibility of choosing you as our main supplier of nicotine base once e-cigarettes can be commercialized in Norway. However, in this initial research phase we only require an initial 30 ml batch of 99% liquid nicotine. I realize that there is a 1 L minimum order but we do not mind paying the full liter price for the 30 ml batch. I assume that you will take all security precautions regarding safe shipping/packing/labeling considering the extremely toxic nature of the compound. Thanks in advance and hope to hear from you soon. Best regards,

Company xxx

Title xxx

Name xxx

Address xxx

Ph: xxx”

You may even consider acquiring a research permit from your government to further the justification and easing the process of acquiring chemicals. Always act in a formal and polite manner when contacting companies.

Note: Anders Breivik acquired this much nicotine not for poisoning assassination operations, but to manufacture poison bullets for a mass-shooting operation. The normal terrorist will not require executing these procedures for pure nicotine.

Ricin

Sources: [\[1\]](#), [\[2\]](#), and [\[3\]](#).

Pages 1007-1008.

Ricin is one of the most poisonous naturally occurring substances known to man. Ricin is produced easily and inexpensively, is highly toxic, is stable in aerosolized form, and is difficult to detect. It is extracted from the castor bean by using a specific purification method. A dose of ricin weighing only 70 micrograms (size of 1 salt grain) will kill a person.

Ricin is even more toxic than strychnine and cyanides. Ricin also has the ability to accumulate in the body until a lethal dose is reached. Symptoms of ricin poisoning are stomachache, headache, fever, nausea and vomiting, bloody diarrhea, cold sweat, sleepiness, disorientation, shortage of breath, seizures, and death. Ricin if inhaled or even touched can kill in a day or two.

The mottled seeds of castor bean, which are about the size and shape of large pinto beans, contain two powerful poisons, the alkaloid ricin and the toxalbumin ricin.

2 guides on how to extract ricin from castor beans will be provided.

Guide 1: This guide will teach you how to extract ricin from your chosen bean. Be forewarned, however; these chemicals are highly toxic and have a high chance of killing you if you are not careful.

Difficulty: Moderate

Instructions:

- Castor beans.
- 10 ounces of water.
- 2 tablespoons of lye.
- Blender.
- Acetone.
- Covered Jar.
- Hazmat suit with 3M 6800 full face mask with organic vapor filter (VERY IMPORTANT).
- Surgical Gloves.
- Coffee Filter.

1. Soak 2-3 ounces of your chosen bean in 10 ounces of water mixed with 2 tablespoons of lye for one hour. You will have to weigh the beans down with something- gravel and rocks from outside should do the trick.
2. Remove the beans, let them dry, and remove the hulls from the beans.
3. Place the beans in a blender with 8-12 ounces of acetone and grind the beans like you would with coffee beans.
4. Pour the mixture into a covered jar and let it stand for about three days.
5. Wearing the hazmat suit, gloves and full face mask, pour it into another jar using the coffee filter, removing as much acetone as possible.
6. Repeat steps 4-5 to filter it a bit more. What you have left will be nearly-pure ricin.

Guide 2: Here's the formula for Ricin. The reason I place this on here is because if you try to make this poison (kills in 4 days, no good cure and the cure is rare) you will probably get some on your skin and die. I wanted the formula just so I could know it. This stuff is extraordinarily poisonous -- arsenic takes 100 granules to kill someone, ricin takes 1-2 granules.

Procedure:

1. Obtain some castor beans from a garden supply store.
2. Put about 2 ounces of hot water into a glass jar and add a teaspoon full of lye. Mix it thoroughly.
3. Wait for the lye/water mixture to cool
4. Place 2 ounces of the beans into the liquid and let them soak for one hour.
5. Pour out the liquid being careful not to get any on exposed skin.
6. Rinse the beans off with cool water and then remove the outer husks with tweezers.
7. Put the bean pulp into a blender or coffee grinder with 4 ounces of acetone for every 1 oz. of beans.
8. Blend the pulp/acetone until it looks like milk.
9. Place the milky substance in a glass jar with an airtight lid for three days.
10. At the end of three days shake the jar to remix everything that's started to settle then pour it into a coffee filter. Discard the liquid.
11. When no more liquid is dripping through the filter, squeeze the last of the acetone out of it without losing any of the bean pulp.
12. Spread the filter out on a pan covered with newspaper and let it dry stand until it is dry.

13. The final product must be as free of acetone and other contaminants as possible. If it is not powdery but still sort of moist and pulpy it must be combined with the appropriate amount of acetone again and let sit for one day.
14. Then repeat steps 9-12 again until a nice dry powder is produced.

Potassium Cyanide

Sources: [\[4\]](#), [\[5\]](#), and [\[6\]](#).

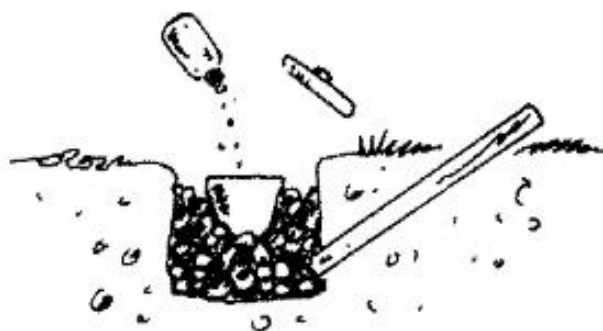
Pages 313-316.

Potassium cyanide is a potent cellular poison that can be used as is or in the manufacture of hydrogen cyanide gas or poison-tipped bullets. As a rule, always wear appropriate protective gear when making and handling cyanide products.

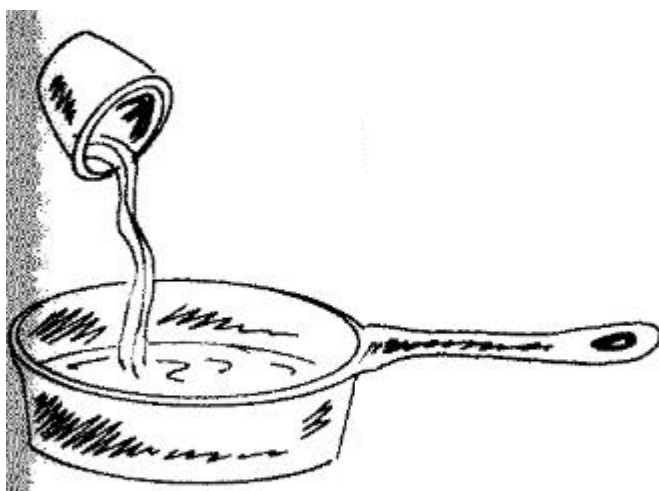
- Potassium carbonate.
- Potassium ferrocyanide.
- Crucible.
- Furnace.
- Tongs or long-handled pliers.
- Iron pan, etc.
- Hypo solution. Can be found in photography stores.
- Sodium nitrate. I, No. 18 is not acceptable.
- Hypodermic needle.
- Jar.

Procedure:

1. Ignite the furnace.
2. Place 8 parts by weight of potassium ferrocyanide in the crucible for 5 minutes without the air supply.
3. Remove the crucible from the furnace and scrape out the ferrocyanide.
4. Repeat steps 2 and 3 with 3 parts by weight potassium carbonate. Mix the ferrocyanide with the carbonate.



5. Put the crucible in the furnace, put the cover on, and start up the air supply. After about 10 minutes, remove the cover with tongs and add the ferrocyanide/carbonate mixture. Soon the powders will melt and then start to boil.



CAUTION: At this point the potassium cyanide is produced. Be very careful when handling the materials that come in contact with the cyanide. If any come in contact with skin, immediately wash away with lots of water. You should be wearing the appropriate gear!

6. As soon as the bubbling stops after the gases have been driven off, remove the crucible from the furnace with tongs and pour the clear liquid only onto the cool iron pan.

7. Pulverize the white mass that crystallizes on the pan and place in a jar for storage.

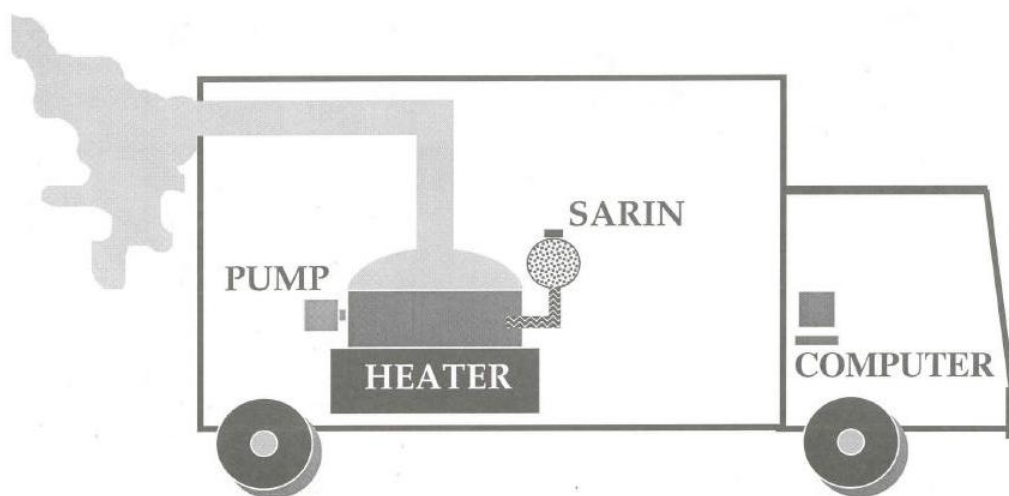
Note: In order to make tablets of potassium cyanide, add just enough Elmer's glue to the desired amount of powder to moisten it. Next, press it into a mold, such as a ring of 5/8-inch copper tubing, and let the glue dry.

Hydrogen Cyanide

Sources: [\[4\]](#), [\[5\]](#), and [\[6\]](#).

Pages 317-321.

Hydrogen cyanide is an extremely poisonous gas. A small amount of this gas can incapacitate or kill anyone breathing it. Remember that hydrogen cyanide is heavier than air, and will sink. Once potassium cyanide has been acquired, it is very easy to produce. All that is needed is potassium cyanide and concentrated sulfuric acid. Sulfuric acid can be concentrated by boiling it for a while so that the other stuff evaporates. Pour sulfuric acid on potassium cyanide and hydrogen cyanide is produced. A truck could be used to spread this gas around, as was done by the Aum Shinrikyo in Matsumoto, although they used sarin.



Using this contraption, they killed 8 people and injured 500.

Chlorine Gas

Source: [\[7\]](#).

Chlorine is a gas that is very toxic in high amounts. It has a sickly green colour and a distinctive smell, recognizable to many at low concentrations as 'the smell of pool centers' due to its compounds use as a water disinfecting agent. Elemental chlorine is extremely toxic and corrosive to many common metals. Because it is heavier than air, it tends to accumulate at the bottom of poorly ventilated spaces. Chlorine gas is a strong oxidizer, which may react with flammable materials. It is notorious for reacting with iron at high temperatures, in a strong exothermic reaction, known as chlorine-iron fire.

Liquefied chlorine must be stored in cold places, away from any source of heat. Chlorine can be liquefied at room temperature, at a pressure of 7.4 bar. Chlorine releasing chemicals, such as bleach and TCCA should be stored in closed bottles, usually covered with a bag or in a box, that must be opened from time to time to release the pressure. The storage area for both chemicals should not contain any metal parts susceptible to chlorine attack.

There are many methods to generating chlorine gas.

A hypochlorite and hydrochloric acid will produce chlorine; either a solution of sodium hypochlorite or calcium hypochlorite. A violent reaction with a lot of foam may take place in the case of the latter, and starting small scale is a must to get a sense for the reaction before any large scale chlorine production is attempted.

A popular way of making chlorine is using hydrochloric acid and trichloroisocyanuric acid (TCCA). TCCA can be found as slow release chlorine tablets for swimming pools. This reaction is favorable because it not too expensive, produces a large amount of chlorine over an extended period of time (while hypochlorites tend to violently produce all the chlorine right on mixing with the acid), leaves no awful byproducts (such as MnO₂) and the reaction speed at standard concentrations and temperatures is not too fast nor too slow for most applications.

Ammunition

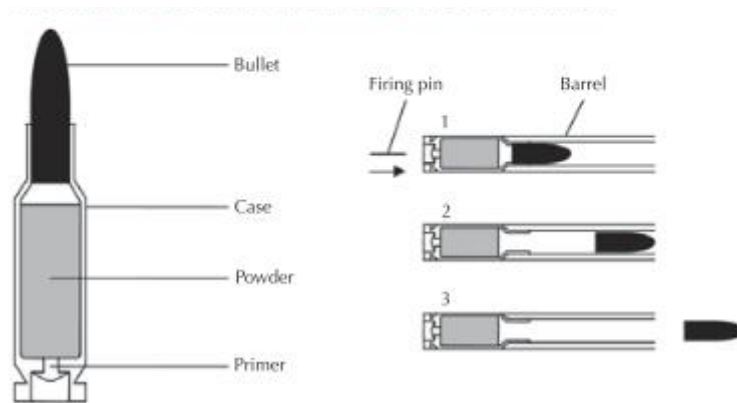
By Cpl. Vernon Itas

Sources: [\[1\]](#), [\[2\]](#), and [\[3\]](#).

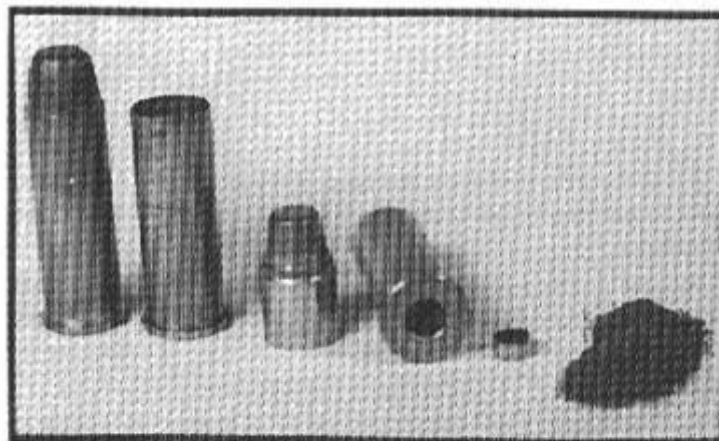
Ammunition will be needed for firearms, and firearms are a must for any successful violent uprising. That ammunition will not always be available in its optimal form. Then, it will have to be produced. Homemade ammunition is very much to be avoided, but sometimes, times can be so desperate it must be used.

Pages 430-431.

Cartridge size differs from weapon to weapon not only in the caliber (i.e. diameter) of the bullet, but also the overall length of the case. (e.g. 5.56.x45mm denotes a round of caliber 5.56 mm with a case length of 45 mm). Longer cases contain more powder, which can give more energy thus higher velocities.



The anatomy of a round.



Components of a rifle cartridge. From left to right: the final, assembled cartridge, the brass shell casing, the lead bullet (in this case, a half-jacketed bullet), an empty shell on its side showing the primer pocket, a primer, and a small pile of gunpowder.

Page 436.

The topic of calibers is confusing. You might think that the bigger the caliber, the more powerful the gun. That is not necessarily so. Although caliber does denote the bullet diameter, you can have a small bullet backed up by a large powder charge or a large bullet backed up by a relatively small charge.

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When storing ammunition, please take the following 2 factors into consideration:

1. To ensure that your ammunition will function properly, always store your cartridges in a cool, dry place that is free from extremely high temperatures.
2. Never submerge your cartridges in water or expose them to ammonia, bore cleaner, acids, salts, or petroleum products (including gun oil)—all solvents that can deteriorate the primer or powder in your cartridge.

Straight-sided shells with rims will work the easiest in homemade firearms. Below is a listing of straight sided rimmed shells.

Caliber	Bullet Diameter	Shell OD	Rim OD
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Rifle Ammunition

.22 Rimfire.	.224.	.224.	.272.
.375 Win.	.375.	.418-.400.*	.506.
.444 Marlin.	.429.	.470-.453.*	.514.
45-70 Govt.	.458.	.505-.480.*	.608.

Handgun Ammunition

.38 Super.	.355.	.380.	.406.
.38 S&W.	.357.	.380.	.440.
.38 Special.	.358.	.379.	.440.
.357 Magnum.	.358.	.379.	.440.
.41 Magnum.	.410.	.434.	.488.
.44 Special.	.433.	.456.	.514.
.44 Magnum.	.433.	.456.	.514.
.45 Auto Rim.	.454.	.476-.472.*	.516.
.45 Colt.	.454.	.480.	.512.

Shotgun Ammunition

12 Gauge.	N/A	.812.	.875.
16 Gauge.	N/A	.750.	.812.
20 Gauge.	N/A	.703.	.766.
.410 Bore.	N/A	.478.	.531.

*Indicates taper.

Based on the above charts, a .22 rimfire cartridge would fit in 1/8" schedule 40 pipe. In fact, as the diameters are the same, .22 short, .22 long, .22 long rifle, and .22 Magnum could all be fired in a gun made from such pipe.

Bullets

Pages 478-489.

The bullet casting process can be easy, enjoyable, and in many ways, relaxing. It's also liberating. Have you ever had your eye on an unusual gun, but were put off by the oddball caliber and lack or expense of commercial ammo? No problem! When you realize you can easily and inexpensively make bullets for anything that shoots lead, you'll be buying that old warhorse in a heartbeat.

We'll be dealing with molten lead alloy, as well as some other obnoxious substances (more on that in a moment). You must take care to avoid toxic fumes as well as minimize burn hazards. I do all my melting and casting outside, under a covered porch, with plenty of ventilation. I have a set of inexpensive tools dedicated to this process, and they get used for nothing else. If you have young ones around, you need

to be even more cautious, because lead ingested by kids can cause harm to their developing bodies. Keep youngsters away from the casting process until they are old enough to participate responsibly. When done casting, clean up your work area so that nothing is left behind for them to get into trouble with.

Our society has demonized lead in the last thirty years. The government would have you believe you'll fall over dead at the very sight of lead. It's not as bad as that, but common sense is required. Wash your hands frequently, and always before you are about to eat or drink after handling lead. Avoid touching your eyes, nose and mouth while handling this stuff. If your clothes get contaminated during the casting process, change them before resuming your normal family and work routines.

Minimal safety gear:

- A work area with good ventilation; outside would be best.
- Safety glasses (eyeglasses or range safety glasses will work).
- A pair of heavy work gloves.
- A sturdy surface to hold your burner and lead pot.
- Closed top shoes.

Optional, but a good idea for some folks:

- Long sleeve pants and shirt.
- Respirator mask.

Lead can be purchased from scrap yards, plumbing supply houses, and mail order companies that sell reloading supplies. However, the easiest source of lead for basic casting is used wheel weights, available by the bucketfull at any tire shop or auto dealership. Bring your own bucket, stop at the service manager's desk, and politely ask if they'd be willing to part with some used wheel weights. More often than not, they will gladly give you as much as you can carry. Some places may say no because of liability concerns or because someone pays them for the scrap metal. I've visited four tire shops in my area, all were happy to let me take as much as I felt like carrying.

Wheel weights are ideal for casting basic bullets. They contain a small amount of tin (about 0.5%), as well as antimony (about 5%). The tin makes the molten alloy flow better, and the antimony makes the alloy harder. Bullets made of wheel weights typically come out just right for moderate handgun velocities, and work well at modest rifle velocities if you add a gas check to the bullet. Casting experts have developed expertise in varying the alloys for different purposes. Specific amounts of tin and antimony can be added to create very different working properties for cast bullets, for specific uses.

The list of equipment is minimal, and actually rather primitive by the standards of our modern, digital age. After all, this process is hundreds of years old, and the equipment of yesteryear (a campfire, an iron pot, a ladel, etc.) still works.

You can buy equipment specific to bullet casting. Or you can go the economy route, as I did. The cookware section at the local Walmart provided most of my gear. Here's my list and what each item cost. As you can see, there isn't much investment to get started:

- Electric, single burner stove with variable temp control, \$9.
- 1 quart aluminum saucepan, \$3
- Stainless steel condiment cups (used for molding ingots).
- 2 packs of 4 cups, \$1/pack.
- 10x10 aluminum cake pan, \$3.
- 3 pack, 10x10 aluminum foil cake pan (disposable kind), \$3.

- Metal spoons, six for \$1.
- Small ladle for scooping and pouring molten alloy (I use a Lee ladle from MidwayUSA).
- \$3 Fluxing material: Used candlewax, old crayons, bullet lube, pretty much anything that is wax-based will work.
- A bullet mold (more discussion on mold selection a bit later). From \$16 to \$60, depending on type.



My basic setup.

We'll start out by making ingots. While not absolutely necessary, it's a good way to clean your wheel weights, and get some practice pouring the alloy before we start casting bullets.

It is critical that you have good working space. Outside and covered is ideal. We need to avoid the fumes, and we also need to avoid having any water near our melting pot. You must make sure that no moisture comes in contact with the molten alloy. A drop of water in the molten lead can cause a steam explosion, splattering molten lead all over you and anything else nearby. Water and molten metal do not mix!

For basic casting, use only the wheel weights that have the steel clips. The stick-on, adhesive backed wheel weights are pure lead; too soft for modern bullets. Save them for another day if you shoot black powder and want to cast your own muzzle loader balls, or you want to custom mix alloys by adding other casting metals.

Put about 5 or 6 pounds of wheel weights in the pot and turn the electric burner on full power. Go find something to do for 20 to 30 minutes. Come back every five minutes to check the pot, but don't hang around too long. The crud on the wheel weights (road grime, tar, dog piss, etc.) will start to burn off, and the smoke is about as foul as anything you'll ever smell.



Melting down wheel weights...odors reminiscent of the New Jersey Turnpike.

The 1100 watt Walmart electric burner needs to be left on high to keep 5 to 8 pounds of wheel weight alloy in liquid form. I just set it there and leave it. It's just hot enough for efficient pouring. For more advanced casting with harder alloys like Linotype (printer's lead), a stronger heat source is needed.

Once the alloy is molten, the steel clips and a whole lot of other crud will be floating on top of the mix. Skim it off with a spoon. Dump the skim into one of the baking pans. Remember, all this stuff is very hot, so handle it with care. Don't put it in the trash until it has cooled off. Once you've taken the debris off the top, you are left with a dirty soup of liquid metal, somewhat silvery in color, but with some black, ash-like stuff floating around. Those are impurities we will take out with flux.

Fluxing! Sounds far more complicated than it is. Simply put, we're dropping some wax (or bullet lube, or fluxing compound) into the mix. Its role is simple: Make anything that is not lead alloy stick to the flux material so we can easily scoop it out. Take a few wax shavings, drop them in. It will smoke, and may even burn. Wait until the smoking stops, then slowly, but thoroughly, stir the mix with your spoon or ladel, scraping the sides and bottom of the pot. All of the gray, black, flakey crap that forms at the top, we want to try and corral and skim off. You should be left with nice, silvery looking molten alloy when you've finished fluxing. Don't drive yourself nuts seeking perfection on this step. There will always be some crud left on top of the mix. But it should be minimal. More will show up later, and you can flux again anytime you feel it is worth getting more crap out of the mix. Small amounts of impurities won't hurt the mix, but we don't want chunks of garbage in there, either.



Clean alloy, ready for casting into ingots or bullets.

With nice, clean wheel weight alloy in liquid form in the pot, it's time to pour some ingots. Take the stainless steel condiment cups and place in one of the cake pans, on a level, sturdy surface. Make sure that whatever surface you use will stand up to the heat. The alloy is somewhere between 625 and 700 degrees, and will apply considerable heat through the cups to whatever they are resting on.

With your gloves on, pick up the pot and pour the molten alloy into the cups, until they are about 2/3 full. Pour carefully to avoid spills and splashes. Let the cups sit undisturbed for about two minutes, so the alloy can harden. After that, you can pick up the pan and move it if you are concerned about where it is resting. I usually put it on the ground (concrete) after the lead has returned to solid form. The ground helps dissipate the heat more quickly.



Ingots in their "molds" after pouring and solidifying, moved to the ground and left to cool.

You can buy a fancy ingot mold for \$10 to \$20 so your ingots say "Lyman" or "Lee" but I'm not terribly interested in having someone else's name on something I made. After about ten minutes of cooling, with your gloves still on, turn the cups over and gently tap them. The ingots fall right out. They will still be hot, and so will the cups, so be careful handling them. After about 20 minutes, they are cool enough to handle. Here's what you get:



Filling the condiment cups about 2/3rds full results in convenient, 1 pound ingots.

Now we have nice, clean, nearly pure lead/tin/antimony alloy ingots that are perfect for casting bullets, in a handy size, easy to store, and easy to melt. A pound of nicely cast wheel weights goes for about a buck on eBay, so if you really want to go to town, you can sell your excess ingots for a little cash. We're ready to cast bullets.

You'll need one or more bullet molds, based on the caliber, weight and style of bullets you like. Bullet molds are available from many online sources like MidwayUSA, Brownells, Midsouth, etc. Used molds can be found on eBay. There are two major types of molds: Aluminum and iron. I have several Lyman iron molds, and they work very well. I also have some Lee molds that took me a while to get the hang of; once I mastered using them, I started to produce some nice clean bullets. Aluminum and iron have different casting properties and dictate slightly different approaches to casting, and involve a small learning curve. The molds commonly come in single, double, quad and six bullet configurations, which impacts how quickly you can cast bullets. Some of the bullets will be improperly formed rejects. They just go back into the pot for another try. The molds have to heat up to produce good bullets, so it may take some practice casts until you get good bullets.

Lee molds are inexpensive, typically less than \$20 for a two cavity mold, and should last for 10s of thousands of bullets. The iron molds, properly cared for, can be passed to your grandchildren. Unless you abuse them, they don't wear out. Lyman sells

rebuild kits that contain washers and screws, for replacing the parts that most likely will wear out before the mold.

Each mold needs a handle (some molds come with handles, others require they be purchased separately). The sprue plate is a hinged plate with a hole for each mold cavity, through which the molten alloy is poured. When the alloy has solidified, the sprue plate is opened, which cuts the excess lead from the base of the bullet. The mold is then opened and the bullets should fall out, or fall out with a gentle tap from a block of wood. It's best to have a piece of cotton cloth for the bullets to land on, or the aluminum foil bake pans can be used. The bullets are just below molten temperature when they come from the mold, so they are soft and can be dented easily. Some casters drop them into a bucket of water (with all of the safety caveats that come with such a practice...remember what I said about water near the melting pot). This is called quenching, and produces a considerably harder bullet than just air cooled bullets. Most shooters will be well served with air-cooled cast bullets, but if you want harder bullets, quenching is an easy way to get them using wheel weights.

The process isn't much different than the ingots we just poured. Follow the mold manufacturer's directions for mold prep, which may involve lubricating parts of the mold, and smoking the mold with the smoke from a lighter or matches.

When your lead alloy is molten, scoop some into your ladle and pour it into the mold until a puddle forms on top of the sprue hole. Wait until it hardens, about 3 to 5 seconds, then open the sprue plate and drop the bullets out. Sometimes a tap from a wooden dowel is needed to free the sprue plate or get the bullets to drop out of the mold. With some experience, you'll learn how to efficiently do all of these steps. Close the mold, pour more alloy in, and keep it up until you have the quantity you want. Keep an eye out for poorly formed bullets, which could indicate problems with alloy or mold temperature, or foreign debris in the mold. The mold has to heat up to a good working temperature before you get consistent results, so your initial casts may produce quite a few rejects. You can put those back into the pot. Be careful not to splash molten alloy on yourself or your work area. A few minutes on prep will minimize the number of rejects.



Some of my cast bullets: .314 rifle bullets on the right, and .357 wadcutters for my .38 special.

After casting, one or two operations remain. We may have to size the bullets. This depends on a couple of things: The size of your gun's bore, and the size of the bullet the mold casts. If you can fit a bullet into a case without bulging the case, it does not need to be sized. For example, the .314 caliber wheel weight bullets from my Lyman 311495 mold fit into a flared .303 British case. My Enfield's bore size is .312. A cast bullet that is .001" to .002" greater diameter than the bore is good. If the bullet is undersized, the bullet may not fully engage the rifling, resulting in poor accuracy. If the bore is too small, the bullet may generate excess pressure and leave lead in the barrel. Lee makes inexpensive sizing dies that cost about \$12/caliber and work with any reloading press that takes standard dies. Lyman, RCBS and others make more sophisticated, one step lubricating/sizing tools, and these are often preferred by casters who want the finest. The Lee dies work. The sizing step is also good time to put gas checks on bullets intended for high velocity loads. A gas check is a small metal cup that fits around the end of the bullet. It is typically press fit at the same time the bullet is pushed through the sizer die. The gas check protects the bullet from the high pressure and heat of the powder burn, and reduces or eliminates barrel leading that would otherwise occur at high velocities.

Lee sizing dies come with a liquid bullet lube that is easy to apply. You put the bullets in a plastic tub, add the lubricant, and tumble the bullets around until they are coated. You then set them out on wax paper overnight to dry. Cast bullets must be lubricated, or they will leave lead in the barrel of your gun, making cleaning a real bear.

That's basically it. Advanced bullet casting is simply additional detail or processes on top of what I've described. Using the above info, you can experiment and custom match bullets to your guns for excellent accuracy.

Regarding the bullet mold: you can make your own bullet mold by welding two half molds to a pair of garden scissors (make sure it closes flush to one another). To make a half mold, design a valid bullet shape. Now sand, mill or lathe one end of a bar of steel until it is exactly the shape of the bullet you want to make. This will require great precision, so allow yourself time and measure frequently. Next heat up a block of steel with a blowtorch until it is white hot (just before it melts). Press the cold steel form into the hottest area until it is exactly half the way in. Use a wooden block at the exact height of one half bullet below the edge of the heated block to hold the rest of the bar, this will aid in getting exactly half. Immediately remove the steel bar and allow the steel block to cool. Measure the indentation. If you pressed too deep or shallow then try again elsewhere on the mold until successful. Melt down the entire block into a new ingot if you repeatedly fail. Repeat the process for the other half mold. Remember: the tolerances for the bullet are very precise, if you need a perfect mold then try pressing the bar vertically into the heated area and cutting the entire block in half in the middle of the bullet casting hole. Another method is making a clay bullet and pouring the ingot around it. Remove the hardened clay with a chisel after cooling.

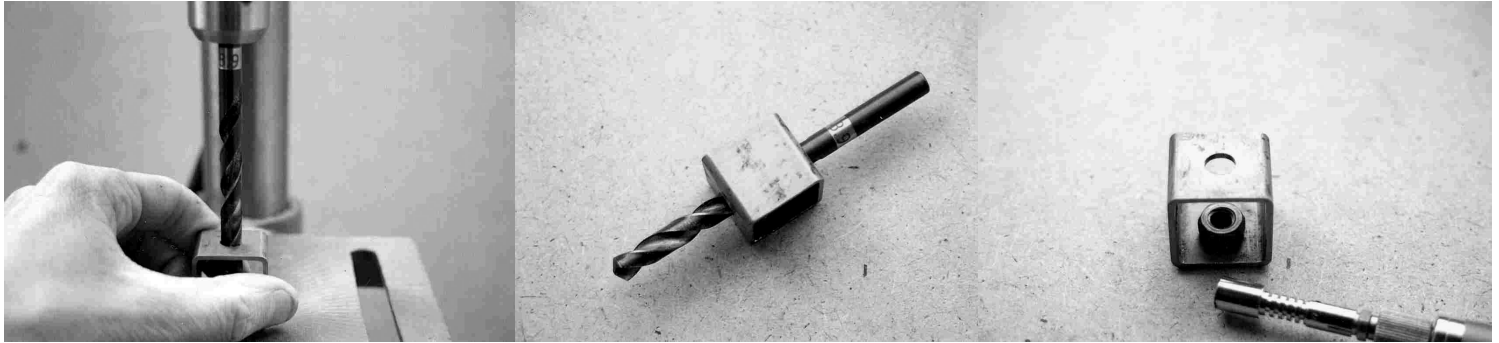
Homemade Sizing Die

Source: [\[1\]](#).

Pages 18-21.

I am using commercially available .38 bullets for this example. Changed sizes of the die will make it viable for other bullets. Bullet sizing dies are used for making the bullets the appropriate size before they go into the rest of the ammunition.

The homemade re-sizing die is nothing more than a modified section of box section tubing. I am using 30 x 30mm tube with a wall thickness of 2.5mm. The length of the tube is also 30mm, just to keep things simple. For accuracy of drilling a drill press must be used to make the die. The first step is to drill a 2mm or 3mm pilot hole through the centre of the tube section. The hole must pass through both walls. Next, the hole is enlarged to 5mm or 6mm, and then the final 8.9mm hole is drilled (carefully and slowly) again making sure the drill passes through both walls. The holes can be made by simply holding the tube section on the drill table with your hand and drilling the holes. It is not necessary to clamp the tube or hold it in a vice.



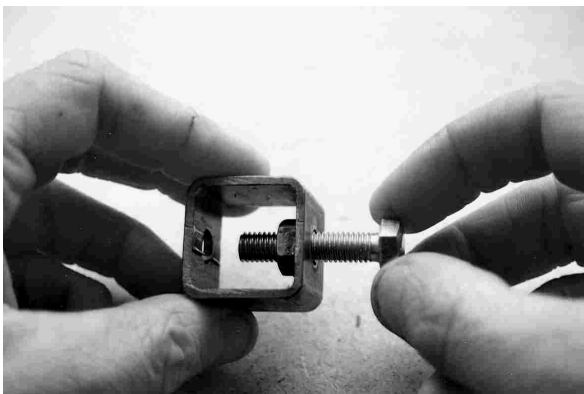
Drilling the die holes.

Drill the tube.

Solder the nut.

We now have the main body of a simple sizing die through which to pass our bullets. The next step is to simply solder an 8mm (M8) nut to the inside wall of the die in alignment with one of the holes, as shown in the above photo.

An 8mm bolt, 2" in length, is now screwed into the die. It should screw freely in and out. The bolt allows us to press the bullet through the opposite hole. The finished die is shown below.



Screw in the die bolt.



The finished die tool.



Press the bullet through the die.

Shell Casings

Pages 3-9.

The shell/cartridge casing is what will hold the entire round together. There are two types of cartridge casings, known as the 'straight-walled' model and the 'bottleneck' model. The 'straight-walled' model is easier to make. The procedure written here is based on the .38 special round, although it can be modified to suit any round.

Get the appropriate brass tube. If it needs to be smaller, the size can be reduced by squeezing the brass tube through multiple dies. Some ammunition (such as .38 special) is already an off the shelf tube: 3/8".

The vernier gauge is set to 30mm, and as shown in the photos below, used to scribe a line around the tube. This is achieved by simply rotating the tube against the sharp point of the gauge. This section of tube, measuring 30mm, is now removed. The scribe mark is the point at which the tube is cut. Brass tube is harder to cut than ordinary copper plumbing tube so a good quality plumbers tube cutter is required. I emphasize 'good quality'. It is perfectly possible to buy a good quality cutter for around £10. It is well worth spending an extra few pounds as it will make tube cutting an easier prospect.

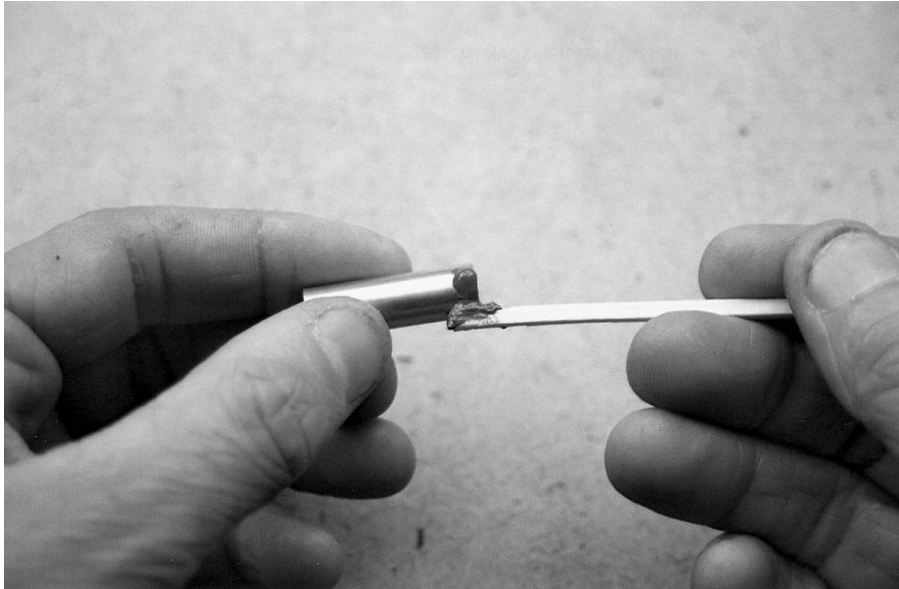
The tube cutter should be carefully rotated clockwise and anti-clockwise so as to allow the section of tube we require to be removed. It is important not to rush the tube cutting procedure as this may cause the cutting wheel to wander leading to an inaccurately cut case.



It is of great importance to ensure that one end of the tube section (from here on referred to as the case) is perfectly square. To achieve this the case is placed in a drill press and the spinning case lowered onto a flat file, as illustrated in the above photo. It should be noted that the drill chuck should be tightened by hand only so as not to distort the roundness of the case. This method of case trimming is just as accurate as using a small lathe and no different in principle to the case trimmers used in conventional re-loading practices. Remember to measure the case. Following the trimming operation the case is measure to ensure it has an overall length of 29mm. The correct case length is very important.

Now that we have the main body of our .38 case it is necessary to attach the case rim. To achieve this we require a small 'micro' pencil gas torch, a 3/8" curtain ring, and some solder paint. Solder paint is a mixture of flux and powdered lead solder.

The .38 case rim consists of a 3/8" curtain ring. These can be found in most good hobby and craft shops and usually have 'Rings and Clips' printed on the pack. The clips should be discarded as they are not required. It is very important to make sure the rings have an inside diameter of 3/8".



A matchstick or small artists paintbrush is used to apply a small amount of solder paint to the squared end of the case. Ensure that the solder is fully covering the circumference of the case.



Solder the rim.

The ring is now placed in the center of a section of steel rod, around 1" in diameter, as shown above. The painted end of the case is then inserted into the ring. It must be ensured that the case is inserted fully and the end of the case resting against the top of the rod. The pencil torch is now used to solder the ring to the case. Only a small amount of heat is required to melt the solder so it is important not to "over do it". Allow the case to cool for thirty seconds or so and then carefully remove the case and place it to one side while the next case is soldered.

Another ring could be added inside the case, to function as the primer hole. It has to have the diameter of the case's opening and itself the opening of the primer's diameter. It will also lay slightly deeper inside the case, to give the anvil's legs space.

The case must be passed back and forth across the surface of a file several times to remove any solder residue. The inside of the case mouth must also be completely deburred using a knife.

For the simple manufacture of moderate quantities of .38 cases, the tube and ring method is perhaps ideal for the hobby gunsmith. Once the necessary quantity of tube sections are cut and trimmed to their correct length, cases can be manufactured quite quickly.



A collection of finished cases.

The procedure will have to be modified for the 'bottleneck' cartridge case. The angle of the taper will have to be known so that the case reaches the correct diameter over the correct length. The case is to be tapered by using the short tapered mandrel. The case could also be tapered by using a die. Make the die by boring the piece of steel with the correct taper for the outside of the finished tube. Anneal the cartridge casing

at the high temperature after each die usage. Doing otherwise may cause the cartridge case to break while being stored.

Primers

The primer is what will cause the propellant to detonate when the hammer of the firearm strikes the round. The primer will contain the most sensitive explosives the ammunition will have.

- Blanking press.
- Cupping press.
- Brass sheet. Preferably made of cartridge brass.
- Non-corrosive primary explosives. DDNP and lead azide are good, but phosphorous trisulfide works fine.

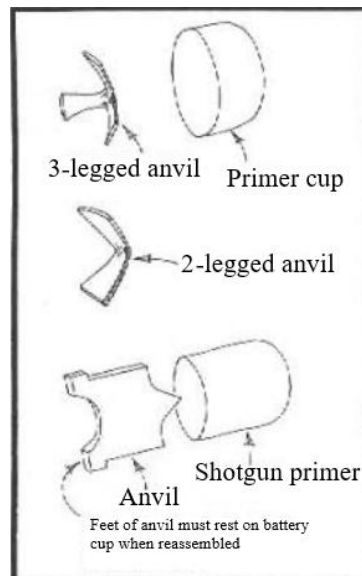
Make a blank out of the brass sheet with the blanking press. Make the blank a cup shape in the cupping press. Tumble the parts to remove the sharp edges at the open end of the cup. An appropriate washer could be put around the primer to better fit the case if needed. The anvil will now be manufactured. The anvil is the part that will crush the explosives to activate the primer. It is also the smallest part of a round. Place brass sheets into the blanking press with multiple blanking punches to shape the sheet into the anvil. There are multiple types of anvils that can be used.

Sources: [\[1\]](#), [\[2\]](#), and [\[3\]](#).

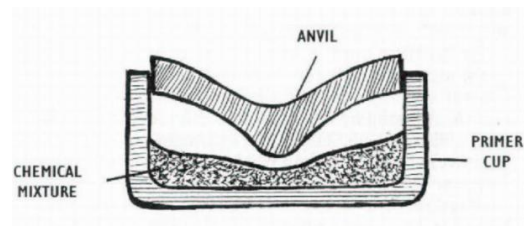
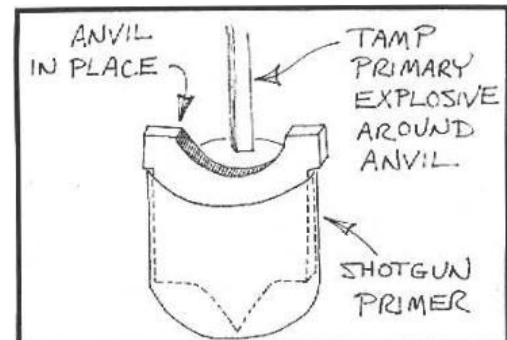
Page 452.



Page 454.

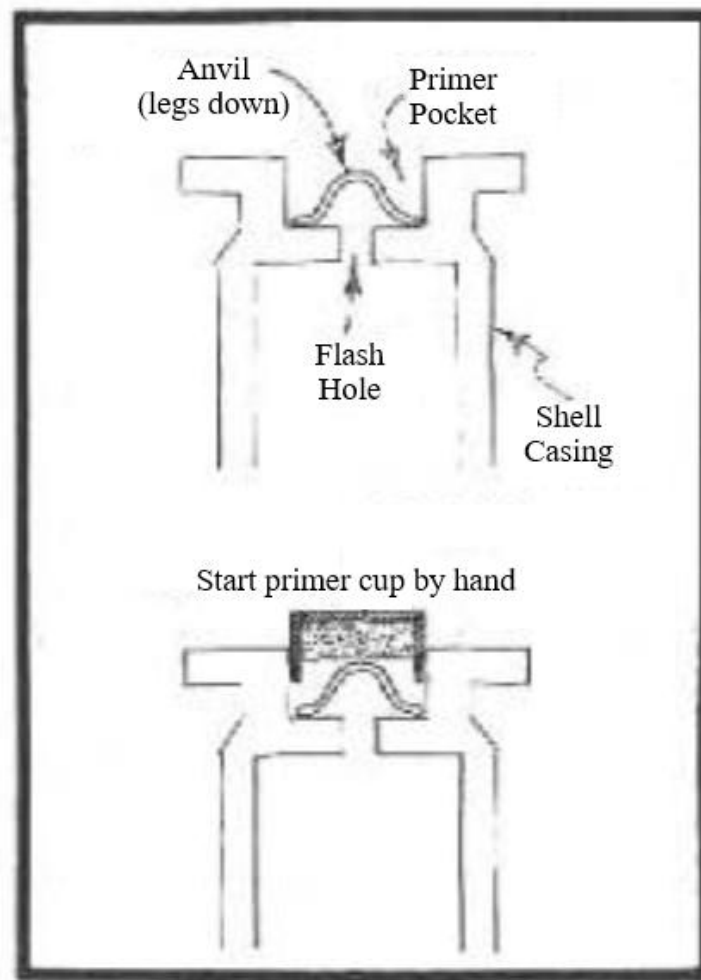


Page 463.



Page 460-461.

Fill the primer cup level full. Then use the rear end of a wooden match stick or any non-metallic, non-sparking tamper to pack down the primary explosive. Tamp gently at first, then push down with increasing firmness. Although the powder you are tamping is dry, it can be (and must be!) compressed to the point where none falls out when the primer cup is tipped upside down and tapped lightly. The primary explosive in factory-made primers is coated with lacquer to seal out moisture. Although a dab of nail polish does not seem to interfere with ignition, I don't know how effective it is in sealing out moisture. Would it last ten years? Who knows.



How to attach a primer to a cartridge case.

Using Blanks As Primers

Source: [\[1\]](#).

In this procedure, a .38 special case is used and will be primed with the widely available 8mm Fioochi blanks. In some cases, blanks will not be accessible. If they are, this method is much cheaper and easier than to make the primer all by yourself.

Pages 10-14.

The blank must be disassembled before it may be used to prime our .38 cases. This is a simple procedure involving the removal of the blanks tip and green plastic plug liner, leaving us with a primed empty 8mm case.

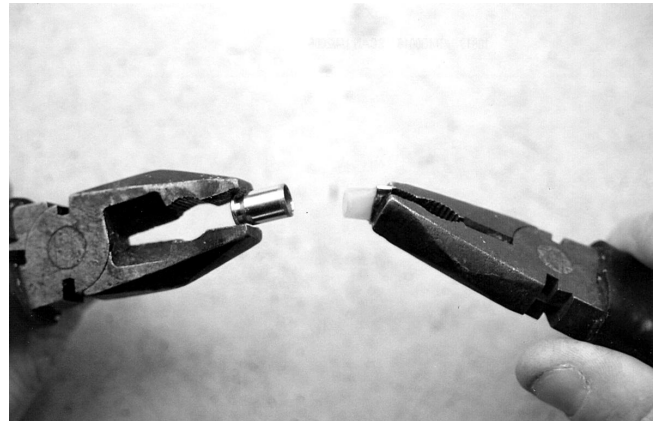
The fioochi 8mm blank case is actually manufactured from steel as apposed to conventional brass. The blanks are used in a wide array of blank firing pistols for re-enactments and training purposes where a real firearm would be unwise, or just general fun usage by replica gun collectors. They are a strong and reliable method of priming the improvised cartridge case.

The first step is to use a tube cutter to remove the tip of the blank. It will be necessary to hold the blank in a pair of pliers to do this as the blank is a small component. Once

the tube cutter has cut through the case wall, both ends of the blank are gripped in pliers and both halves pulled apart. In doing so the green plastic insert will be removed. The section containing the green plastic plug is discarded.



Remove the blank tip.

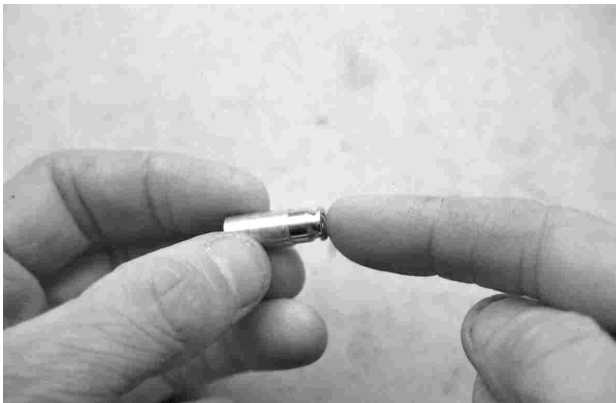


Pull the blank apart.

A bit of twisting and pulling will be required to separate the two halves but this is not difficult. The above photo shows the tip removed.

The blank can now be measured. It should be somewhere between 13mm and 15mm in length. The exact length not being too important. Before we can use the blank cases to prime our .38 cases we must make a small brass sleeve insert, so as to permit the blank to fit the .38 case. For this sleeve we require a simple 15mm length of 11/32" brass tube.

A 15mm, or thereabouts, length of 11/32" brass tube is cut and measured. The tube just acts as a 'filler' between the outer diameter of the blank and the inside diameter of our .38 case.



Press the blank into the sleeve.



Insert the priming assembly into the case.

After de-burring one end of the sleeve we can bond the blank and sleeve together. The outside of the sleeve is coated with a high strength retainer such as 'bearing adhesive' and the blank inserted into the sleeve. Do not use 'Super Glue'. The blank and sleeve priming assembly can now be inserted into our .38 case. Retainer is now applied to the outer circumference of the sleeve and the assembly inserted into the .38 case, as shown in the above photo.



The primed case.

The above photo shows our newly primed case with the priming assembly in place. At each point of inserting the blank into the sleeve and the sleeve and blank into the case, the base of each assembly should be placed against a flat surface to ensure all inserts are completely flush with each other. The primed case must now be put to one side while the retainer has time to harden. We may use this “drying time” to prime more cases.

Propellant

The propellant should be less sensitive than the primer’s explosives. Lower quality DDNP and lead azide works best. Match-heads, nitrocellulose, and firecracker powder also works. Firecracker powder will produce much smoke. The weight of other primary explosives in match heads $\times 0.75 =$ the minimal amount of other primary explosives.

Sources: [\[1\]](#), [\[2\]](#), and [\[3\]](#). Additional information from [\[4\]](#) and [\[5\]](#).

Page 450-451.

Ammunition.	Match heads.	Ammunition.	Match-heads.
Rifle Ammunition:		Handgun Ammunition:	
.22 Hornet.	13.	9mm Parabellum.	8.
.222 Remington.	26.	.38 Special.	15.
.223 Remington.	39.	.357 Magnum.	26.
.243 Winchester.	61.	.45 ACP.	27.
.30 M1 Carbine.	16.		
.30-30 Winchester.	45.	Shotgun Ammunition:	
7.62 mm NATO.	58.	12 Gauge.	33.
.30-06.	74.	16 Gauge.	30.
.375 H&H Magnum.	87.	20 Gauge.	27.
.44 Magnum.	32.	.410 Bore.	19.
.45-70 Govt.	76.		
.458 Winchester.	79.		

Bullet Seating Equipment

Source: [\[1\]](#).

This guide uses the .38 special case. The procedures can be executed for other rounds if the sizes are adjusted.

Pages 15-16.

Before our newly primed cases can be charged with powder it is necessary to make a simple shell holder. To make the shell holder we require two washers. Both washers are 1" in diameter. One washer must have a 1/4" hole and the second a 1/4" hole. The two washers must be soldered together and for this we require some solder paint and our gas torch. Again, I am using a pencil torch due to its small size and more accurate flame. The photo below shows the complete shell holder and a handmade .38 case ready for loading.



Washers ready to solder.

Before the washers can be soldered together the zinc surface should be removed by simply sliding the washers over a file several times. To solder the two washers together place the washer with the 1/4" hole on a flat surface and apply solder paint to it's circumference. Place the second washer (1/2" hole) on top of the first. Apply heat to the washers until the solder runs. Now leave the assembly to cool. If, as sometimes occurs, the washers 'slide' out of alignment with each other during soldering, the washers may be soldered on a wooden board and four tacks may be used to hold the washers in alignment. Simply place a tack at the 12, 3, 6, and 9 o'clock points around the washers. The wooden surface allows the tacks to be pressed in by finger pressure only and permits their easy removal after soldering. The small amount of heat required will not burn the wood unduly but it's best not to use the best dining room table!



In the above photo I am soldering the washers together on top of a section of steel tube, but as pointed out earlier, it is sometimes easier to use the board and tack method. The purpose of the shell holder is to protect the primer in the base of the case from coming into contact with any object that may cause the primer to detonate unintentionally. It is of great importance when reloading ammunition and although it is a very simple component it's importance should not be overlooked.

Pages 22-24.

Now that we have our supply of resized bullets we can begin the reloading process and start seating bullets into our cases. But before this can be done a simple 'bullet seating die' must be made.

The purpose of the die is to ensure bullets are driven into the cartridge case accurately. The die is made from a simple section of hardwood. I am using a section of banister rail, and a 50mm diameter washer with a 10mm diameter hole. We also require an 8mm diameter bolt, 50mm (2") long and two nuts to fit the bolt. Any section of hardwood will do and ideally it should be around 1" in diameter. The rail section I use was actually 45mm in diameter but it was easy to obtain so I used it. Whatever wood section is used, it should measure about 45mm in length.



Drilling the bores.

As shown in the photo on the previous page, a hole is drilled through the center of the die. A drill press must be used for this purpose. We must drill two separate diameter bores through the die, one to accept the case and the other the bullet. It is of vital importance that both ends of the die are perfectly square before attempting to drill any of the bore holes. The first hole to be made is the 'Case Bore' to accept the cartridge case. This is drilled to a diameter of 9.9 or 10mm (25/64"). The second hole to be made is the 'Bullet Bore' to a diameter of 9mm (23/64"). The bullet bore must be drilled first.

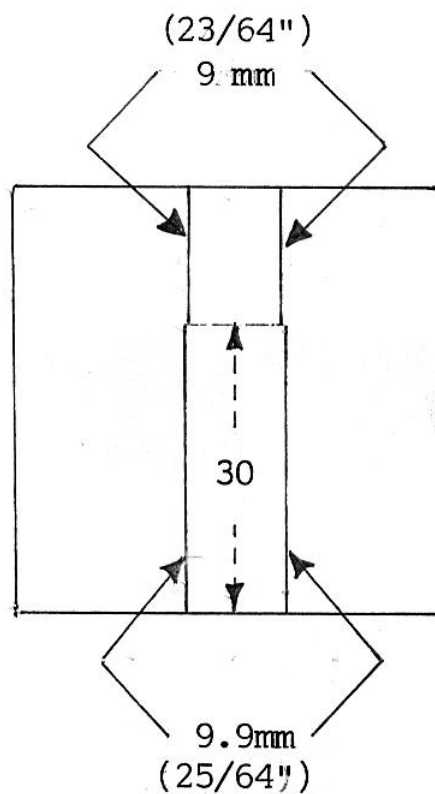
The two bores must be drilled slowly. At regular intervals during drilling the drill handle should be raised and any wood shavings released from the bit. This will ensure the bores are drilled as cleanly as possible. To drill the bullet bore hole, hold the die on the drill table and slowly drill all the way through the center of the die, regularly releasing drill pressure to allow shavings to be removed. Do not move or rotate the die once the first hole had been made. Lower the drill table and remove the drill. Now place the 9.9mm 'Case Bore' drill in the chuck and carefully raise the drill table back into alignment with the new drill bit.

Now carefully drill the second bore to a depth of 30mm. This is the bore that will accept the cartridge case in due course. The bores of the die should now be inspected to ensure they are clean and true. It is a good idea to insert each of the two drill bits just used back into each bore and rotate them several times by hand to remove any slight imperfections or wood shavings. The top washer can now be screwed to the bullet bore end of the die. A washer of similar diameter to the die should be used, in my case 50mm. Drill a couple of holes either side of the washers 10mm hole and countersink each hole. Now use a couple of short screws to attach the washer to the die. Now attach the two nuts to the bolt and insert the bolt into the die. The die is now ready for use.

The two nuts act as an adjustment method to alter as necessary the depth to which a bullet is seated.



The finished seating die.



Bullet seating die dimensions
for the .38 special.

Assembling Ammunition

This guide is for the .38 cartridge, but can be modified for any other round by adjusting the sizes.

Pages 25-27.

The .38 cases are now ready to load. The primed case is first placed in the shell holder and the die inserted over the case. The powder charge is then poured into the dies bullet bore.



Insert the die over the case.



Insert the bullet.

The resized bullet is now inserted into the die. The seating bolt is now inserted over the bullet. Note that the two nuts are initially screwed onto the bolt a distance of about 3/8" to begin with.



Insert the bolt.



Tap the bolt home.

The seating bolt is now tapped with a hammer, or preferably a hard rubber mallet. The bullet will be driven into the mouth of the case. Adjust the two seating bolt nuts as necessary so as to allow the bullet to be seated until the overall length of the loaded cartridge is 37.5mm. The length of the cartridge should be measured using the vernier gauge.

Adjust the bolt nuts gradually during the seating of the first bullet until the cartridge measures 37.5mm. Once the nuts are 'set' at this position all future cartridges can be loaded without touching the two lock nuts again.

The loaded improvised cartridge compares favourably with its factory made counterpart. Once the necessary materials are acquired and the simple loading tools made, reloading these .38 Special cartridges is nearly as easy as loading using conventional reloading methods.



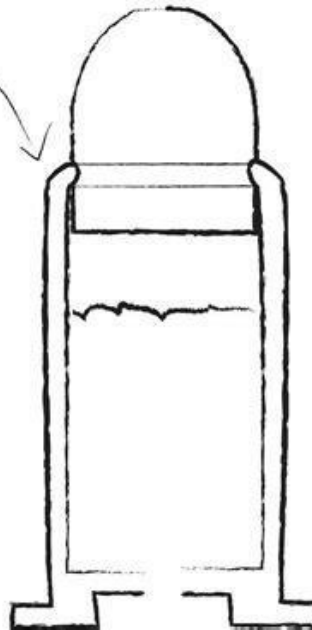
Complete rounds ready for use.

Round Diagrams

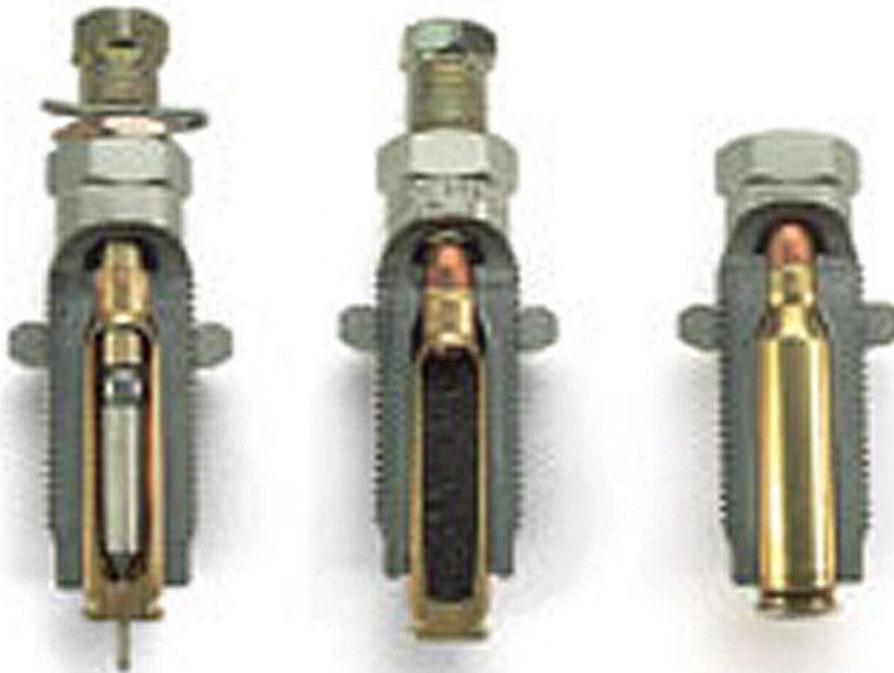
ROLL CRIMP

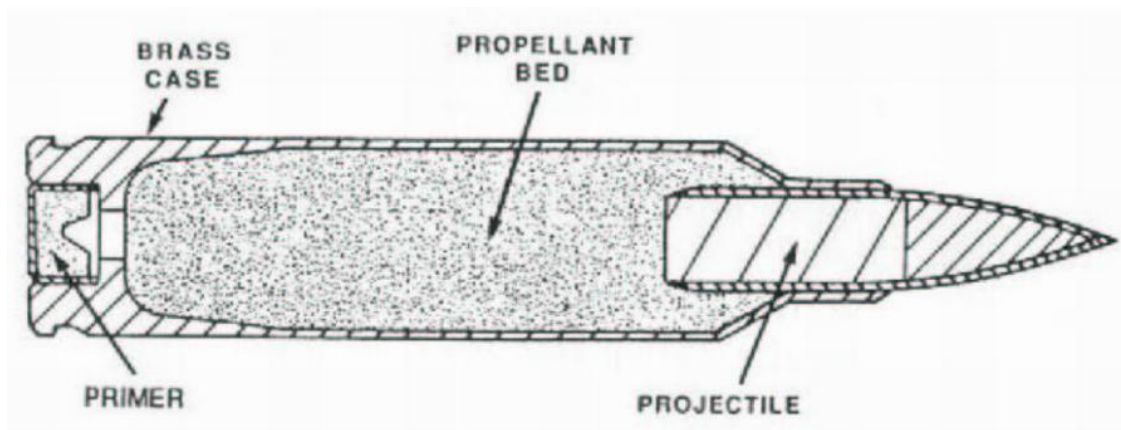
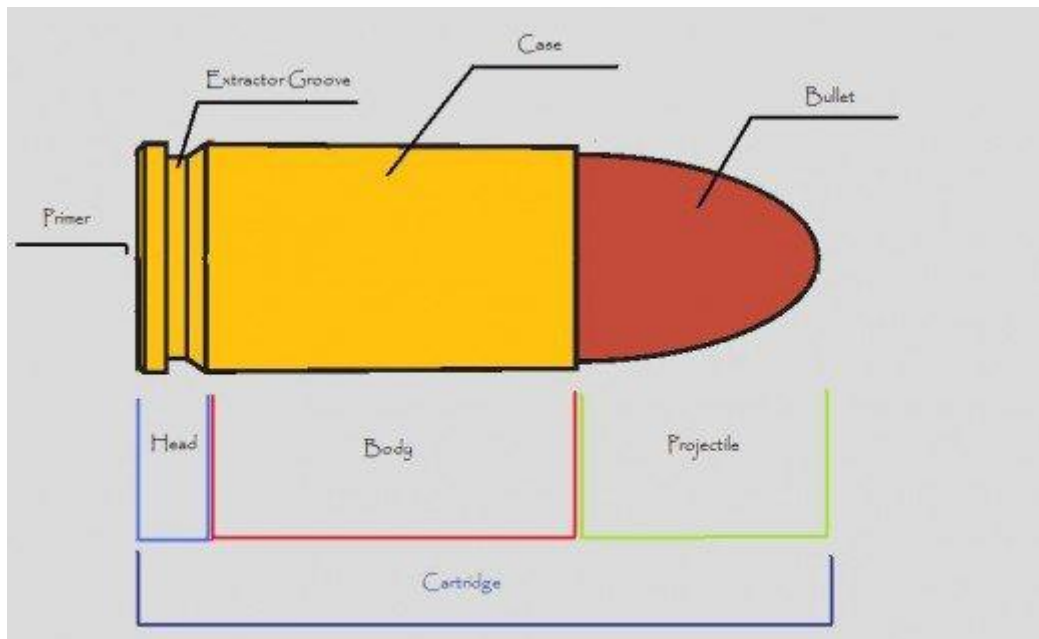
CASE WALLS ARE "ROLLED"
INTO THE CANNELURE GROOVE
OF THE BULLET.

CASE NECK TENSION STILL
HOLDS THE BULLET IN THE CASE,
BUT THE ROLL CRIMP HELPS
PREVENT MOVEMENT.

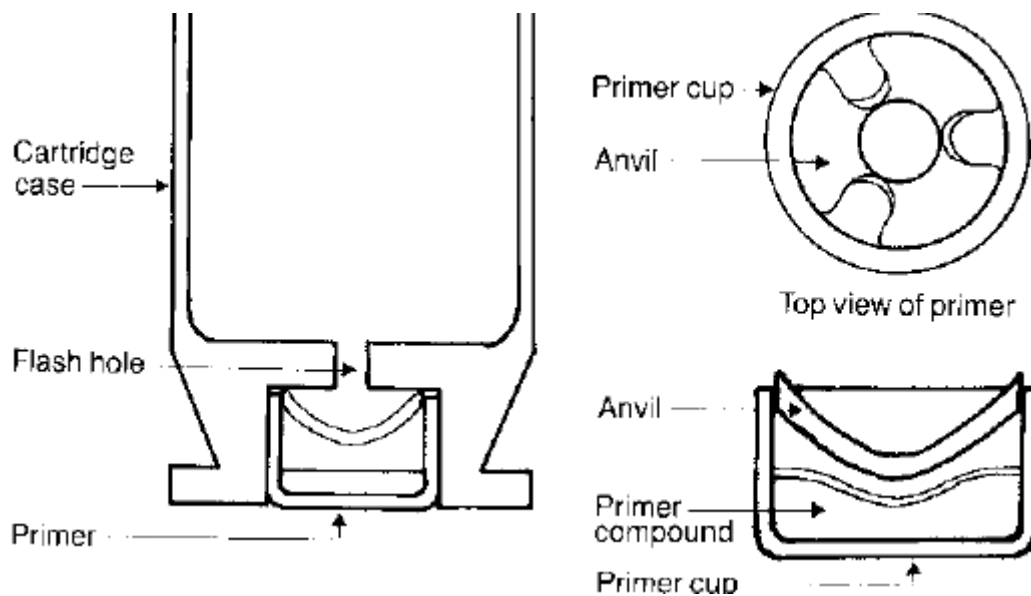


Not every bullet has a cannelure groove or is roll crimped. Below are 3 dies from Dillon designed to progressively taper a case. Note one creates the neck, one crimps and one tapers. Add the primer last.



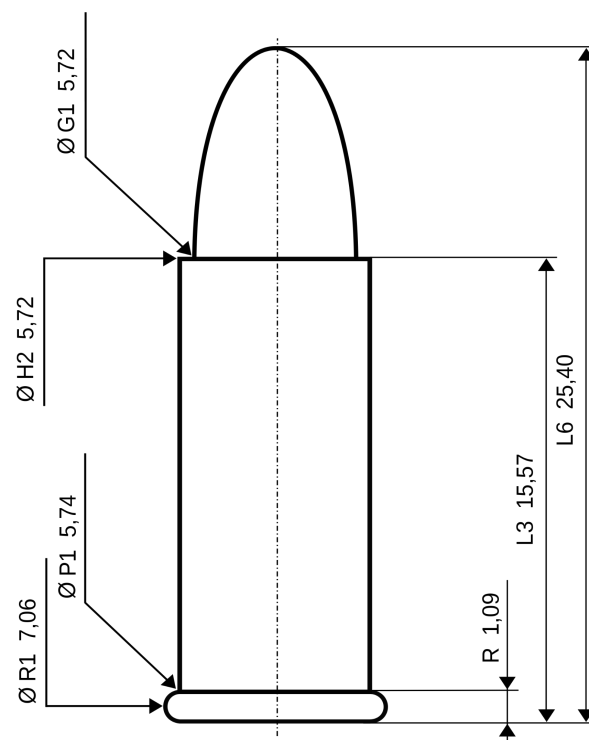
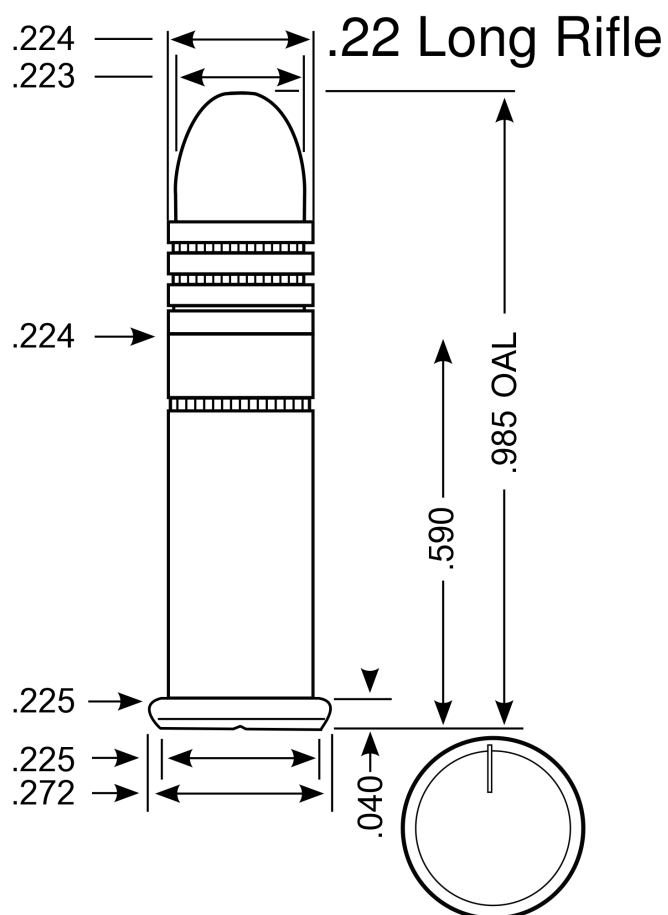


Remember: the anvil is to crush the explosive between the cup and the anvil in order to ignite it. Make sure it is a shape which allows it to compress the explosive and push against the case. You do not want a loose anvil.



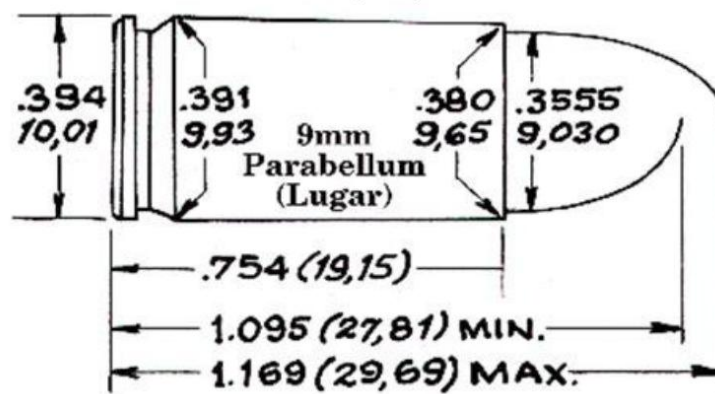
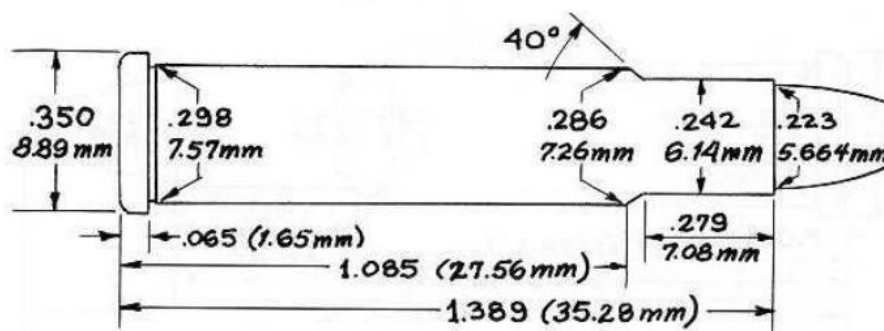
Now the dimensions for different rounds, including:

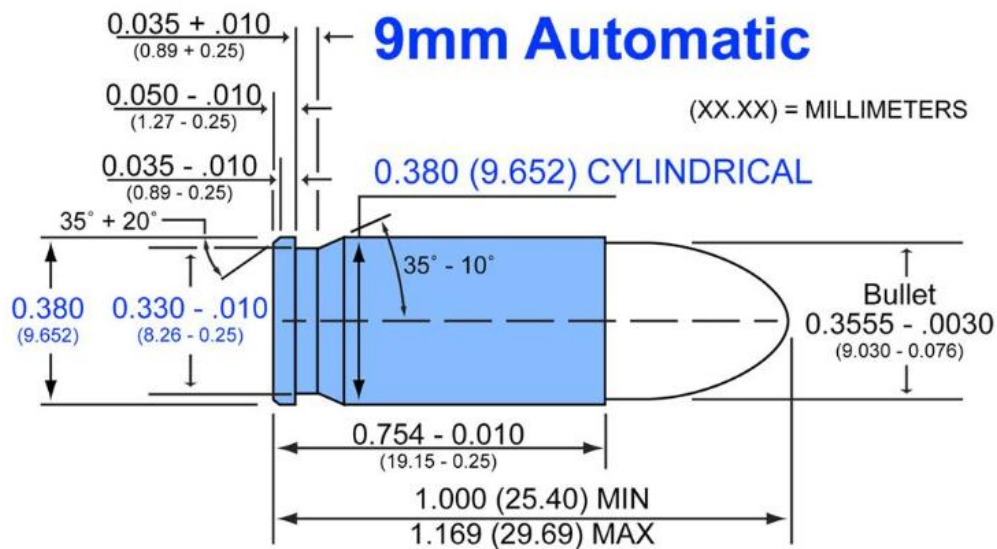
- .22 Long Rifle.
- .22 K-Hornet.
- 9mm Parabellum.
- .38 Special.
- .32 ACP.
- .380 ACP.
- 5.56mm NATO.
- Winchester .380.



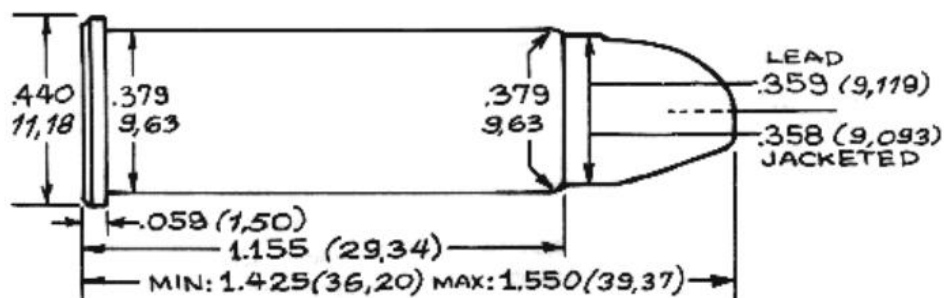
Dimensions for the .22 LR case.
The details on the case on the
diagram to the left may be
ignored

.22 K-Hornet (40°)



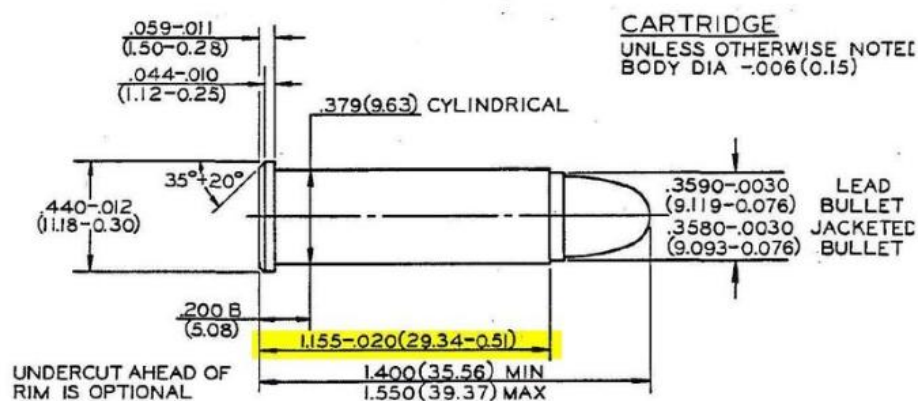


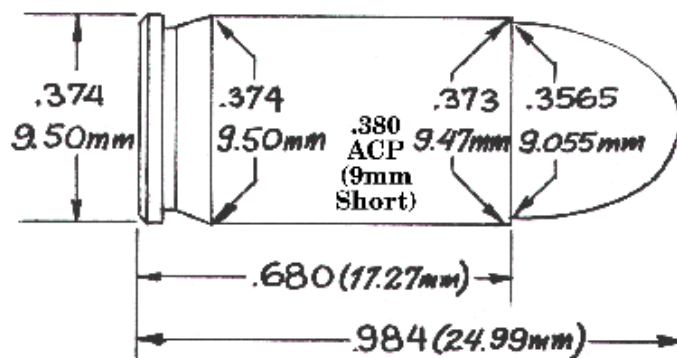
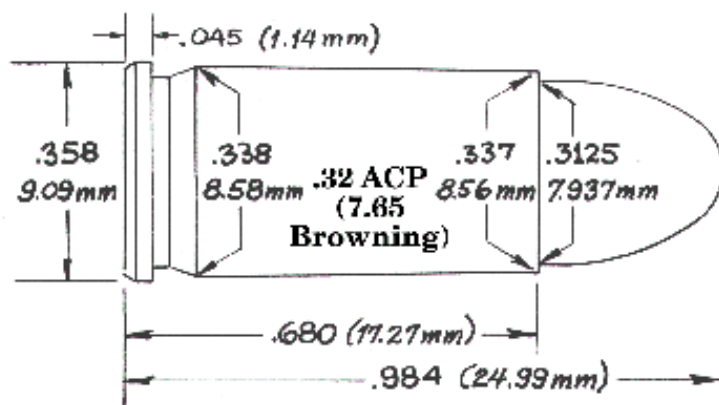
.38 SPECIAL



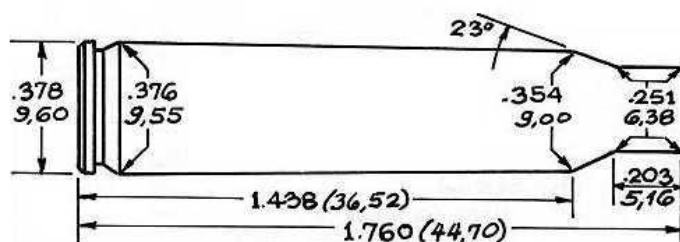
SECTION I - CHARACTERISTICS
CENTERFIRE PISTOL & REVOLVER
SAAMI VOLUNTARY PERFORMANCE STANDARDS

CARTRIDGE & CHAMBER
38 SPECIAL
38 SPECIAL +P

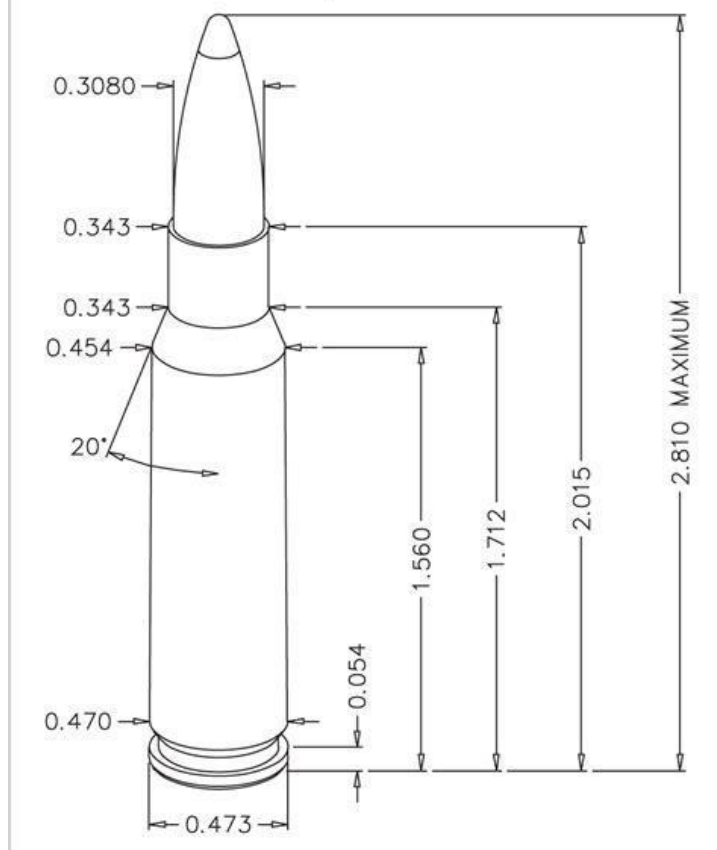




5.56mm NATO



The NATO 7.62x51 / Winchester .380 Round



Poison Bullets

Sources: [\[1\]](#), [\[2\]](#), and [\[3\]](#).

Pages 1003-1006.

For this you will need a rifle/pistol hollow point bullet. Hollow point ammo is impossible to acquire for pistols in most countries and hard to acquire for semi-automatic rifles in some. If acquiring hollow point ammo is not an option for you, you have two options:

1. Buy hollow point bullets (JHP) and use a syringe to inject the toxin. Plug the hole when done. If necessary, use the thinnest of drill heads to make the hollow area bigger before injection and plugging.

2. I haven't actually bothered to test the following method, since I have access to hollow point ammo for my Ruger Mini-14. But theoretically, this should work: set up an improvised work bench, fasten the projectile (I don't think it will work if the projectile is still inside the bullet) and drill out a hollow chamber in each projectile from the top down (you first cut off the tip with a metal clipper). It may be easier to use FMJ (full metal jacket) bullets as it consists of a lead projectile with a metal layer. When you clip the edge it should be easy to drill out enough lead to form an appropriate hollow chamber which can be plugged. This will require some practice and expect to fail on your first few projectiles. As soon as you have successfully drilled out a hollow chamber inside the desired number of projectiles you must self load these projectiles to produce bullets. As soon as you have created the bullets only the injection and plugging remains. Choose an injection method based on the toxins substance form. For liquids use a syringe with needle, for powder use a mini funnel. As you have injected the desired amount of toxin (60-150 mg) you seal the chamber by placing a small circle of aluminum foil (created by using a paper hole puncher. You put the circle in place with a pincer and place a drop or two of superglue to seal the chamber. You then place another circle of aluminum foil above the layer of superglue followed by a drop or two of melted tin to complete the job. Alternatively, you may create plastic/rubber improvised plugs and for example add a little bit of super glue. You end up with a chemical/biological projectile with a relatively a smooth projectile tip.

3. Bullet casting: order a hollow point custom mold from a US/Euro company and cast your own projectiles.

Abbreviations:

- Jacketed Hollow Point = JHP (common).
- Jacketed Hollow Core=JHC (rare).
- Hollow-Cavity Bullet=HCB (rare).
- Cavity Bullet=CB (rare).
- Full Metal Jacket=FMJ (common).

Equipment required:

1 x Electric furnace (Lee precision furnace).

2 x bullet mold.

Long steel spoon with wooden handle (to gather impurities in the fluxing process).

1 x ledle (furnace spoon for molten lead).

20 x bullet lead bars (melted in the furnace).

1 x piece of wood to tap open the mold.

1 x full face respirator with toxic vapor filters (for example 3M 6800), since lead is a toxic substance and will cause fumes to form. The safety glasses component of your

full face respirator will prevent any lead splatter in case water accidentally touches molten lead.

1. Fluxing: You need to make sure your lead is clean before you cast it into the mold. Thus, you need to start with a simple lead purification process which is required to ensure lead purity after you melt your bullet lead bars.

- Take a bullet lead bar and melt it in your electric furnace.
- Take a small spoon size of fluxing compound and put it in the molten lead. I do not know the exact ratio; probably 5 g per lead bar, although this is probably indicated on the box.
- Stir the molten lead until the fluxing compound (for example: a box of Frankford Arsenal – CleanCast Lead Fluxing Compound) is completely dissolved and impurities start to gather on the surface.
- Spoon out the impurities until the surface is completely “silvery”
- Your lead is now purified and you can start on the actual molding process.

2.

- Have your mold and your ledle warmed up.
- Fill the mold with lead, wait 10-20 sec, then hit the mold with a tree stick over a bucket filled with water (at least 2 meters away from furnace). The lead projectiles will come out of the mold and be cooled in the bucket of water. This will instantly harden the lead projectile so you avoid any lead particles in the barrel. Avoid getting any water close to the molten lead as it will cause a reaction which will lead the lead to splash (steam explosion).

3. Preparing the bullet for reloading.

- You need to put the projectiles from the bucket of water into a sizer. It will size the bullet to the exact diameter of the bore
- You then have to treat the projectiles with a lubrication liquid. You may put 100 projectiles in for example a milk jug and mix it around in a liquid lubricant. Let sit overnight in the liquid lubricant. This will ensure that the projectiles are completely lubricated and will prevent lead from being shaved off the bullet as it goes down the bore of your weapon. Ignoring this aspect will result in the projectile leaving a considerable amount of lead particles in your barrel and make it an inaccurate bullet.

There will be some potential mistakes during bullet casting. Not all projectiles created will be usable. Estimate a 50% failure rate where the projectiles will be significantly flawed and have to be “redone”.

- Frosted bullets (rugged surface) is a result of the molten lead being too hot. Try to lower your temperature a bit.
- Impartial base on bullet: not enough lead poured in
- Large marks/voids in bullet: mold wasn’t hot enough or molten lead being too hot, or mold wasn’t filled in one motion
- Flawed lube bands, void in base or minor marks/voids on the side, top base: is caused by either having garbage/impurities in the mix, or whacking the sprue plate before it has cooled enough. If the lead is still very hot, the sprue plate will take some lead from the base with it.

You use a standard round for every chemical/biological round. A clip of 30 (28) bullets would contain 15 (14) poison rounds and 15 (14) standard rounds. You budget 2 bullets per targeted individual which will ensure at least one lethal chemical/biological hit per person. Hollow point bullets are superior for soft targets (targets lacking armour) as the projectile mushrooms immediately after penetration of the skin. This

results in optimal tissue damage and prevents the projectile from exiting the body. As such, the chemical or biological toxin is dispersed in and around the wound.

You should always bring a couple of clips containing ammunition designed for defeating system protectors (with body armor). Hollow point ammo is worthless against such armor as it fails to penetrate the Kevlar. For defeating system protectors you must bring armor-piercing ammo, alternatively brass bullets or FMJ. However, an alternative strategy is to set up your "system protector clip" in such a way that every other bullet is chemical/biological. In an optimal setting you could be able to aim for the legs/arms/face every other shot. Because if the word is out that KT is using lethal chemical/biological rounds against system protectors again, it will contribute to sow terror into their hearts and will thus contribute to defection or as a deterring factor.

Shotgun Shells

Source: [\[1\]](#).

Here is a guide for 12 gauge shells and .410 shells. The sizes can be adjusted for other shells too.

Pages 2-23.

If, for whatever reason, you cannot buy your 12g shells from a store, you may need to construct your own improvised 12g ammunition. The following document illustrates how 12g shells can be easily and quickly constructed with just a few simple tools and components.

Products required:

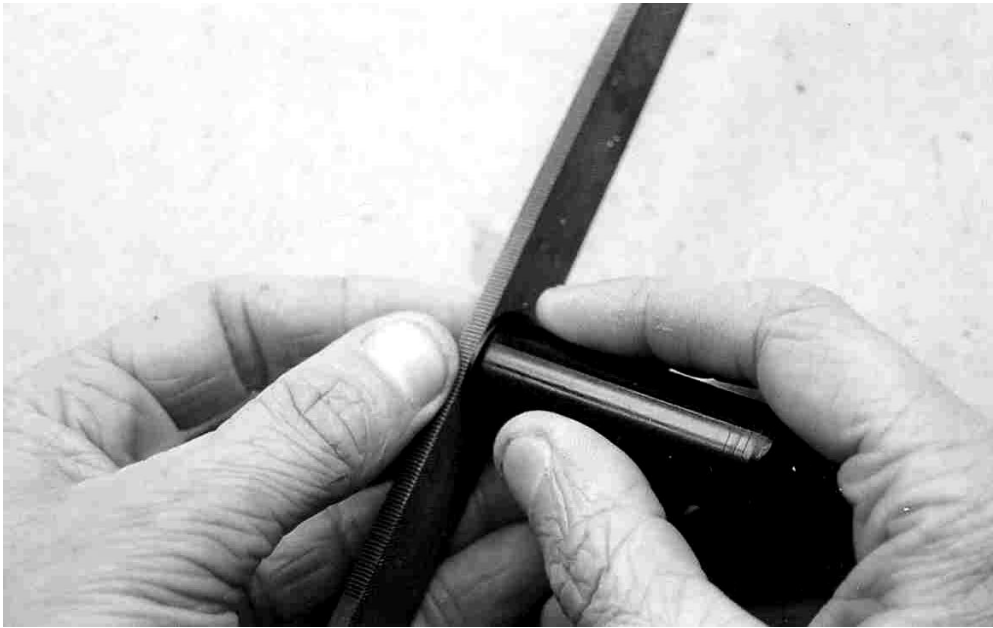
- 25mm MDPE pipe stiffeners.
- 15mm wood dowel.
- 15mm plumbing olives.
- 8mm rubber nut caps.
- Hot glue gun.
- Shot - (Lead or BB's).
- Black powder.
- Primer.

The main body of the shell is a simple MDPE pipe stiffener available from any good trade-plumbing outlet. The ones pictured below are used for common blue 25mm MDPE water pipe. The stiffener (from here on referred to as the shell) is 20.3mm in diameter. The shells inside diameter is 17mm. Pipe stiffeners do vary slightly in dimension from maker to maker so the manufacturing techniques illustrated here are based on the pipe stiffeners I used in the writing of this document. Any 25mm pipe stiffener may be used, but they may require slightly more trimming.



A 25mm pipe stiffener shown alongside a standard 12g shell.

The first step is to reduce the rim of the shell to a thickness of 1.5mm (or thereabouts) using a flat file. The shell is passed 'back and forth' over the file until the rim is the correct thickness. This is a quick and simple procedure. During the trimming procedure rotate the shell a quarter turn every few 'passes' to ensure the rim is evenly reduced.



Reducing the rim.

Insert the primer into the side with the rim. 2 plumbing olives around a dowel section with a drilled hole through can hold the primer firmly in the shell. The base of the shell showing the assembly in position, effectively priming the shell ready for loading. Ensure the assembly is completely 'flush' with the end of the shell base.



Insert the cap.

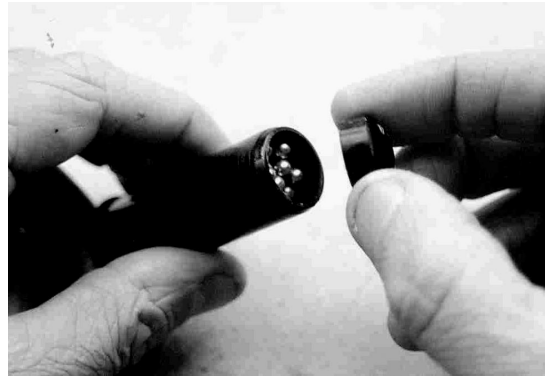
After loading the powder charge an 8mm rubber nut cap is pressed into the shell using the finger, as shown in the above photo. Obviously this should be done with the shell in a vertical upright position and not as I am showing it in the above photo. Now press

the nut cap fully home using a pencil. Tamp it down onto the powder charge. The nut cap will be a close press fit inside the shell.

After pressing the nut cap firmly into place, load a charge of lead shot (or steel BB's) into the mouth of the shell until the top of the load is just below the shell mouth. I loaded a charge of fifty five or so steel BB's. Now insert another nut cap (open end into the case) and press in firmly.



Load the shot.

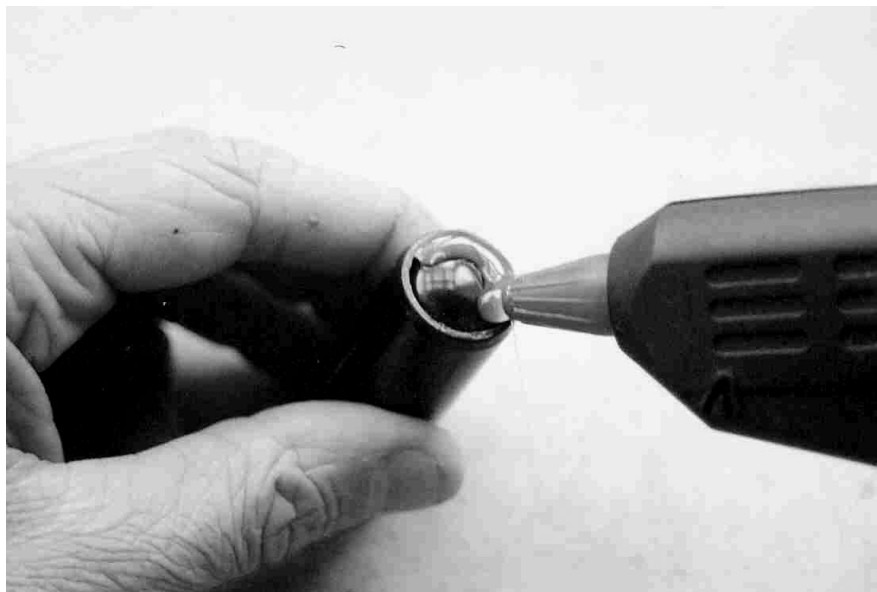


Insert the nose cap.

If necessary, adjust the amount of shot to allow the cap to be inserted to the correct depth.

The nut cap in position, effectively sealing the mouth of the shell and holding the shot charge in place. A bit of experimentation should be carried out by the loader as to how much shot is needed to allow the cap to be fitted correctly. As shown above, a shallow 'V' shaped gap should exist around the cap after fitting.

To finish off our improvised 12g shell it is only necessary to glue the cap in position using a hot glue gun. The one I am using here cost a mere £2.99. It is perfectly adequate for the job. Ensure the gun is fully heated and place a bead of glue around the mouth of the shell.



Applying the glue.

When applying the glue it is far easier to rotate the shell in the fingers, rather than trying to move the gun around the shell mouth!



It should look similar to this when finished.

The shell mouth is now completely sealed, as shown above. The glue acts as the crimp found on any factory or professionally home loaded shotgun shell. The finished 12g shell compares favorably to those commercially available.

If, for whatever reason, you cannot buy your .410g shells from a store, you may need to construct your own improvised .410 ammunition. The following document illustrates how .410 shells can be easily and quickly constructed with just a few simple tools and components.

Products required:

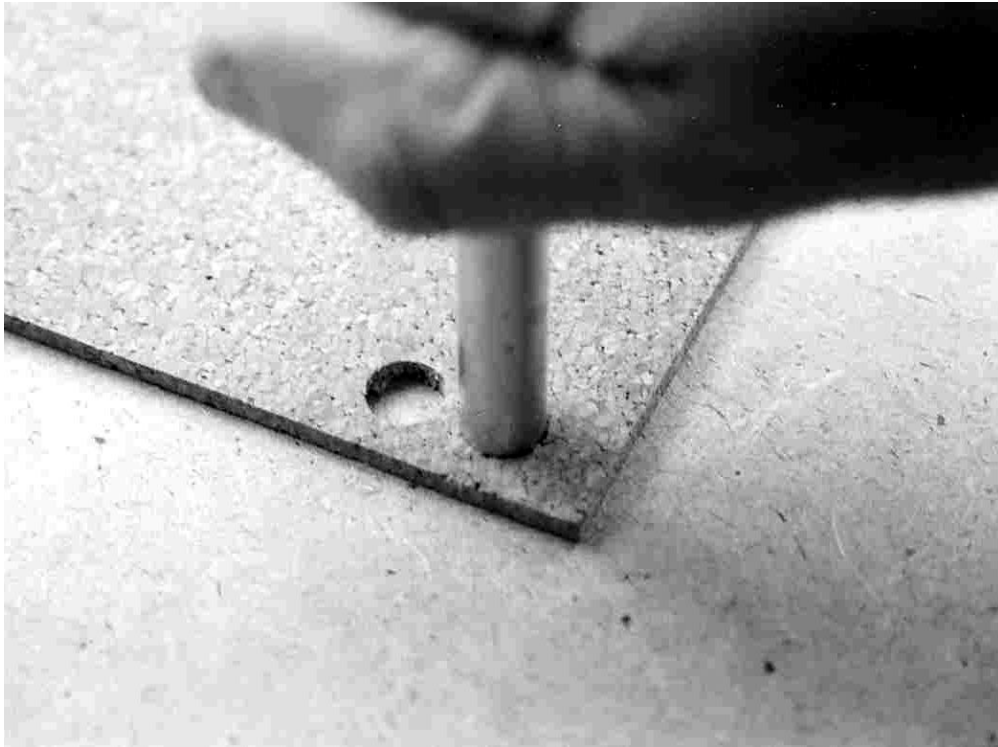
- 15/32" (11.9mm) brass tube.
- 13/32" & 7/16" brass tube.
- Primer.
- 4mm thick cork sheet.
- Lead shot or BB's.
- Hot glue gun.

The first step in constructing these improvised .410 shotgun shells is to purchase some lengths of brass tubing. This material is commonly available from most good hobby and craft shops. We require three lengths of tubing; 15/32" from which to construct the shell (a 2 1/4" length is required) and some 13/32" and 7/16" for the priming assembly. Cut a 2 1/4" length of the 15/32" tube using a plumbers tube cutter.

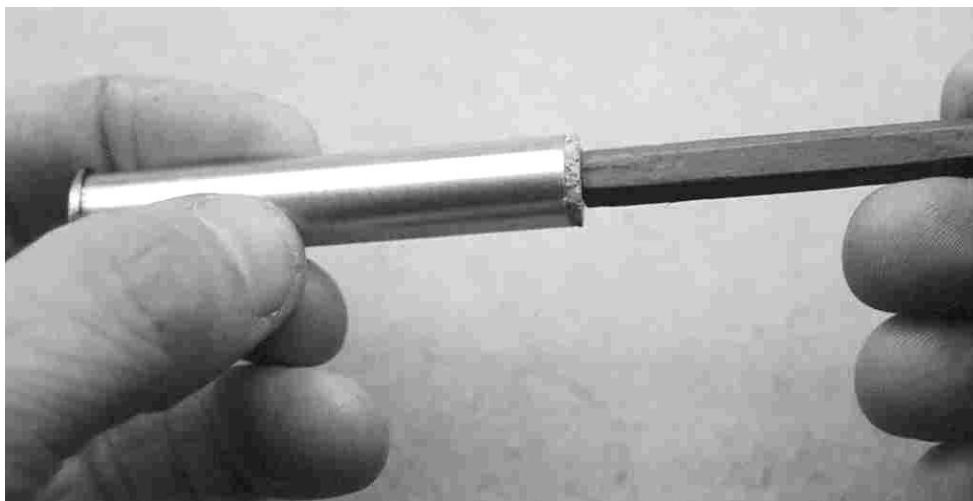
The rim of the improvised .410 shell is a simple 15/32" (12mm) Circlip. The clip is fitted to the end of the tube as illustrated above. It may be secured using retainer or soldered in position with either conventional solder wire or solder paint. However, if solder is used the clip must be fitted BEFORE the priming assembly is installed, for obvious reasons!

The clip must then be trimmed, using a file, to remove the two plier holes present on the clips open end. At this point it is also necessary to check how much trimming the clip requires to allow it to chamber in your particular shotgun. It is useful to have a standard .410 shell handy as a guide by which to compare your improvised shell. Care must be taken to ensure the clip is fitted securely and correctly.

The next procedure is to make two small wads to retain the powder charge. For this we need a sheet of 4mm thick cork sheet. This material is widely available from most good hobby and craft shops. Using the open end of the shell, or a separate length of the 15/32" shell tubing, press the end of the tube into the cork sheet. This should be done twice.



Press the tube into the cork to create two 'over powder' wads.

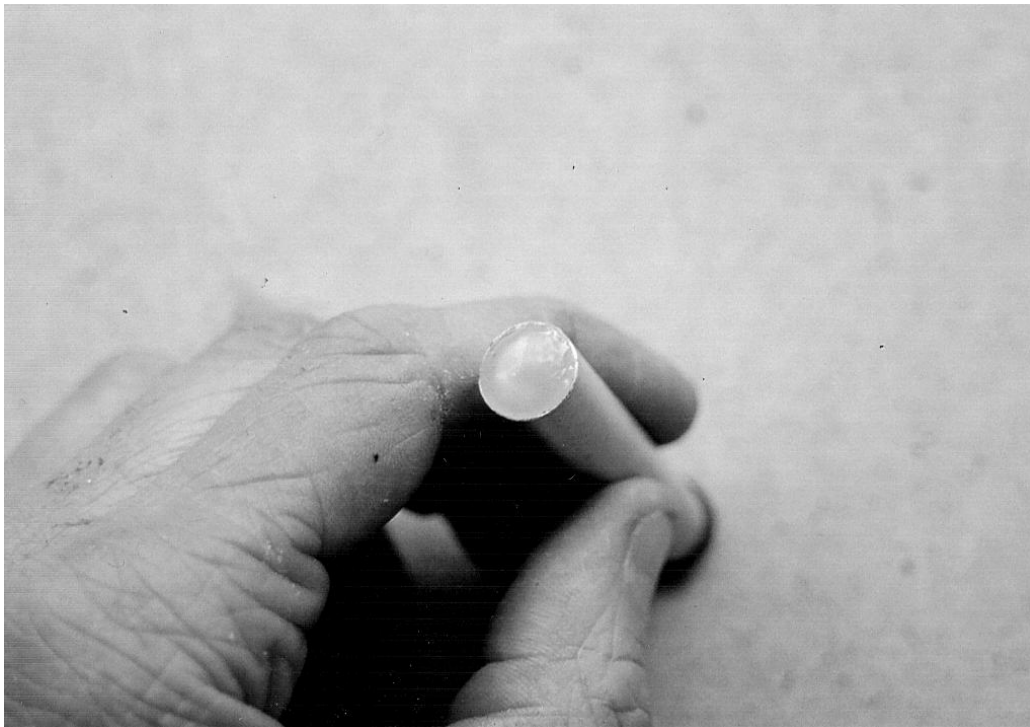


Insert the wads over the charge.

The shell is now ready to charge with powder. Either black or smokeless may be used, but if using a smokeless charge, make sure you adhere fully to the recommended charge spelt out in your reloading manual for the particular type of powder you are using. If black powder is used the shell should be filled to a third of it's length, or thereabouts. After charging the shell press the two wads into the shell as shown above and tamp them firmly down over the powder charge.

Now charge the shell with your lead shot or steel shot. Ensure the top of the charge is just below the shell mouth.

Using a hot glue gun, fill the end on the shell mouth with glue. It is important to "score" the inner wall of the shell mouth using a sharp nail, or similar object, in order to provide a 'key' for the glue to stick to. The glue will effectively seal the shell and apply a crimp at the same time. The glue should fill the end of the shell mouth.



Leave the shell for several minutes for the glue to set.

Reusing Ammunition

Since the guerrilla does not have lots of ammunition, the ejected cartridges are best saved for reuse. It will have to be filled with propellant and primed with new primary explosives. However, the primer cup has dented, since it has been struck. With a blunted spike and a hammer, strike the insides of the primer cup until the dents are gone. Now, the entire cartridge will be prepared for becoming usable ammunition for the guerrilla once again.

Homemade Silencer

By Anonymous

Source: [\[1\]](#).

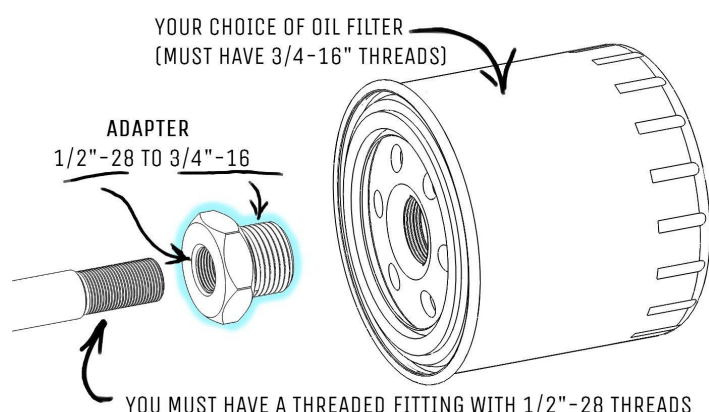
A DIY silencer is easily one of the most handy inventions ever. Not only do these silencers (aka suppressors) help you keep your location hidden from an attacker, but they are also a great way to sneak up on your food while hunting. And, when you can make them with your own hands, they're even better.

So many suppressors are crazy expensive these days. But, when making them yourself, you often spend less and still stay 100% legal. And that's a combination that can make most any carrier happy.

A way you can make your own DIY silencer is to build it out of an oil filter. That's right – the very same oil filter you would use in your vehicle can also do a great deal to lower the volume of the blast every time you shoot. In fact, you can even use this on a variety of firearms, making it a shooting essential.

First, it's important to have the right equipment. You need an oil filter, an adapter, and a threaded fitting on the firearm. Here's a visual:

HOW THIS WORKS



Universal Thread Adapter for AR 1/2-28 RH Filter Adapter Black Oxide Finish 3/4"-16, 13/16"-16, 3/4" NPT – LIFETIME WARRANTY.

FITS THESE COMMON LARGER-SIZED OIL FILTERS



BOSCH 3500



FRAM PH8A



WIX 51068



MICROGARD MGL8994
MICROGARD MGL51355
MICROGARD MGL51515



1/2-28 to 3/4-16 Threaded Adapter Fitting Automotive -Aluminum.

Piranha Solution

By University Harvard

Source: [\[1\]](#).

Piranha Solution, also known as piranha etch, is a mixture of Sulfuric acid (H_2SO_4) and Hydrogen peroxide (H_2O_2) used to clean organic residues off substrates. The mixture is a strong oxidizing agent that removes most organic matter, and it will also hydroxylate most surfaces (add -OH groups), rendering them highly hydrophilic (water compatible). Acid piranha is a 3:1 mixture of concentrated Sulfuric acid with 30% hydrogen peroxide. Also used is the base piranha, a 3:1 mixture of Ammonium hydroxide (NH_4OH) with 30% hydrogen peroxide. Both are equally dangerous when hot, although the reaction in the acid piranha is self-starting whereas the base piranha must be heated to 60 °C before the reaction takes off.

Caution: Piranha solution is extremely corrosive to organic material. Direct contact will burn skin and be extremely corrosive to mucous membranes, upper respiratory tract and eyes. Both liquid and vapor phases are extremely corrosive to skin and respiratory tract.

Caution: Piranha Solution is a very strong oxidizer when in contact with organic compounds.

Caution: Piranha solution is extremely energetic and exothermic, which may result in explosion if not handled carefully. Solutions made using hydrogen peroxide at concentrations greater than 50% may cause an explosion. Dissolving a large amount of organic contaminant will cause violent bubbling and a release of gas that can cause an explosion.

Preparation:

- Substrates should be cleaned, rinsed and dried before being placed in a piranha bath.
- Identify the location of the nearest eye wash and safety shower stations and verify they are accessible.
- Locate and verify that appropriate Piranha Solution spill cleanup materials and neutralizers are available.
 - Acid neutralizer (or alkaline neutralizer for base piranha solutions).
 - Scraper.
 - pH test strips.
 - Disposable scoop pan.
 - Polystyrene bag for waste collection or mayo jar.
- ALWAYS add the hydrogen peroxide to the acid very slowly, never vice versa. Hydrogen peroxide concentrations should be kept below 30% and should never exceed 50%.
- Always use glass (preferably Pyrex) containers. Piranha solution will melt plastic. Piranha solution should be used freshly-prepared, due to the self-decomposition of hydrogen peroxide. Do not maintain a stock solution of the Piranha mixture.
- Prepare small amounts of solution to be used for each application.
- Do not store wash bottles containing organic compounds on the same work surface as the piranha solution.

During work:

- Mix the solution in a fume hood with the sash between you and the solution. The solution may be mixed before application or directly applied to the material, applying the Sulfuric acid first, followed by the peroxide.
- Piranha solution should never be left unattended if hot.
- Never seal containers containing Piranha solution. Avoid using airtight containers as pressure can build up inside from the self-decomposition of hydrogen peroxide and oxidation products of organic compounds.
- Mixing hot Piranha solution with organic compounds may cause an explosion. This includes acetone, photoresist, isopropyl alcohol (other organic solvents), and nylon.
- Containers used during the etching process must be very clearly labeled and a warning sign, visible to any user working under the same fume hood, must be posted to indicate the working piranha solution, corrosive and explosive hazards, and contact information of person responsible for the piranha etching process.
- Piranha Solution is very energetic and potentially explosive. It is very likely to become hot, more than 100 °C. Handle with care. Picking up a beaker that is hot will be very painful, may melt your gloves, and may cause you to spill it.
- Do not transport solution around the room in beakers. Never pour chemicals back into the original container.
- Immersing a substrate into the solution should be done slowly to prevent thermal shock that may crack the substrate material.
- AVOID INHALATION! Perform all experimental operations within a fume hood or other approved ventilated enclosure. All handling of hot piranha solution must be done with clean glassware within a fume hood. Work with the sash as low as possible and never raise it above the indicated sash limit. Never remove hot piranha solution from the fume hood.
- AVOID CONTACT! Don appropriate personal protective equipment:
 - Lab coat, full-length pants and closed toed shoes
 - Safety glasses or goggles
 - Acid-resistant apron, gloves with extended cuffs, and face shield required when handling large quantities outside of the fume hood (>500mL) or where splashing is more likely.
 - ALWAYS work behind the fume hood sash, wear a face shield when working with fume hood sash open higher than 16 inches from the base.
- Recommended Glove Material: Rubber, Butyl, Neoprene, or Viton (regular Nitrile gloves will not provide appropriate protection).
- Recommended Gloves: Ansell Microflex 93-260 (Nitrile & Neoprene composite), Ansell AlphaTec® Solvex® 37-175 (Nitrile), Ansell AlphaTec® 38-514 (Butyl Polymer).

After work:

- Do not add any acids or bases to the solution once completed.
- Do not mix with organic waste compounds (e.g., acetone, methanol, isopropanol).
- DO NOT STORE PIRANHA SOLUTIONS! Oxygen released from self-decomposition and oxidation byproducts of organic compounds can cause the container to over pressurize and explode. Always mix a fresh solution.
- Leave the hot Piranha solution in an open container in a fume hood or ventilated enclosure until cooled.
- Allow hot piranha solution to cool down, put the waste solution in a cleaned and dried container with a vented cap. If vented cap is unobtainable, screw a regular cap on lightly to allow pressure relief and prevent over pressurization.

Spill response:

- In case of an incidental spill, use the acid neutralizing agent (or alkaline neutralizer if base solution) in your spill kit. Do not use combustible organic materials (spill pads or

paper towels) to clean up the spill unless it has been properly neutralized, and pH tested to a safe range of pH=6-8.

- If the spill occurs outside the fume hood or ventilated enclosure, alert others and evacuate to a safe distance and prevent entry.

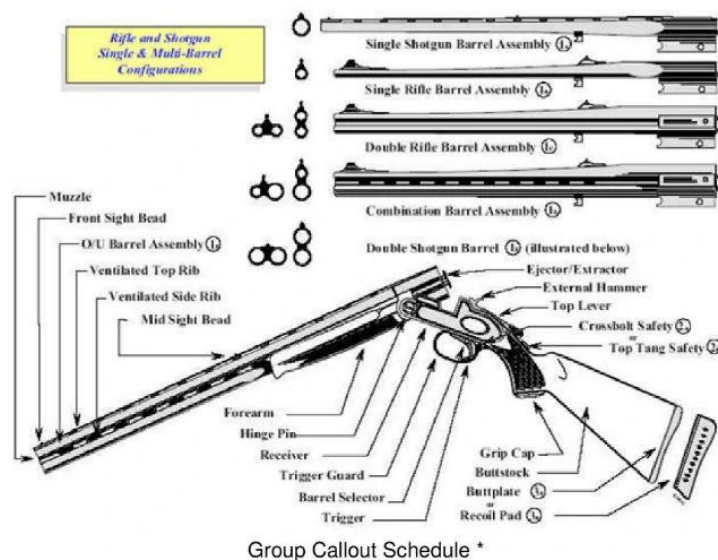
- If the spill occurs outside the fume hood, restrict access to spilled area from personnel and post signage indicating hazardous spill of corrosive and potentially explosive piranha solution in the entrance to the lab.

- If the spill occurs inside the fume hood and you are trained and confident, don PPE described above and apply acid neutralizer then pH test to a safe range (pH=6-8). Collect spill material and dispose as hazardous waste following the hazardous waste disposal guidelines listed above.

Firearm Nomenclature

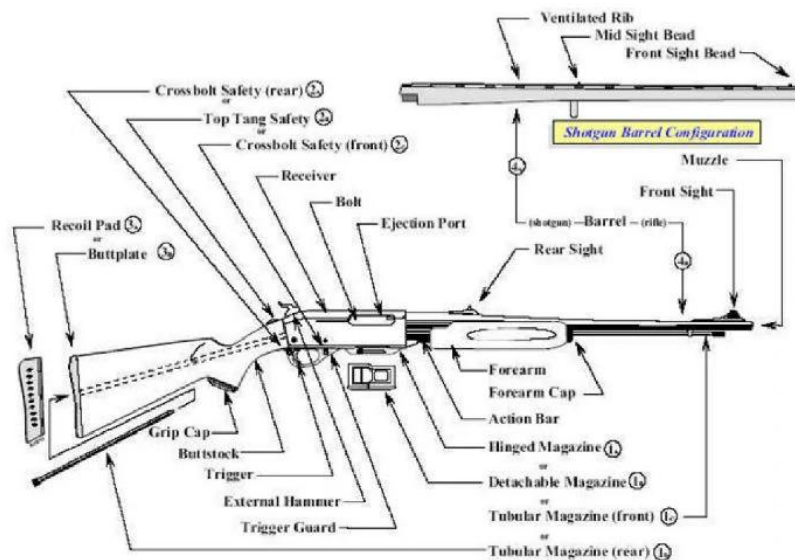
By Anonymous

Source: [\[1\]](#).



Group (1)	Various barrel configurations which may appear on this type action. A-Single Shotgun, B-Single Rifle, C-Double Rifle, D-Combination, E-Double Shotgun
Group (2)	Two safety configurations which may appear on the available models. A-Crossbolt, B-Top Tang
Group (3)	Two buttstock appointments available in this group. A-Buttplate, B-Recoil Pad

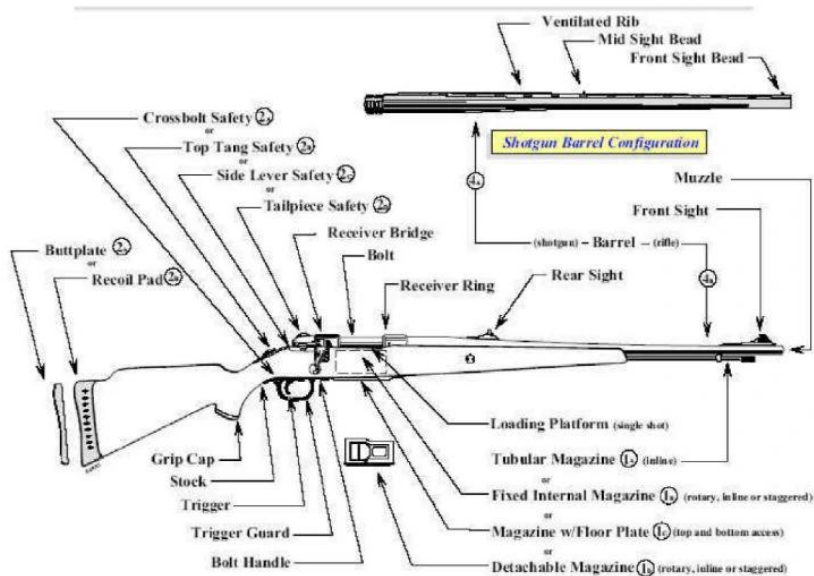
Break-action diagram.



Group Callout Schedule *

Group (1)	Three magazine configurations available on this type action. A-Hinged, B-Detachable, C&D-Tubular (Front and Rear)
Group (2)	Four various safety configurations which may appear on the available models. A-Crossbolt (front or rear), B-Top Tang
Group (3)	Two buttstock appointments available in this group. A-Recoil Pad, B-Buttplate
Group (4)	Two barrel configurations which may appear on this type action. A-Smooth Bore, B-Rifled

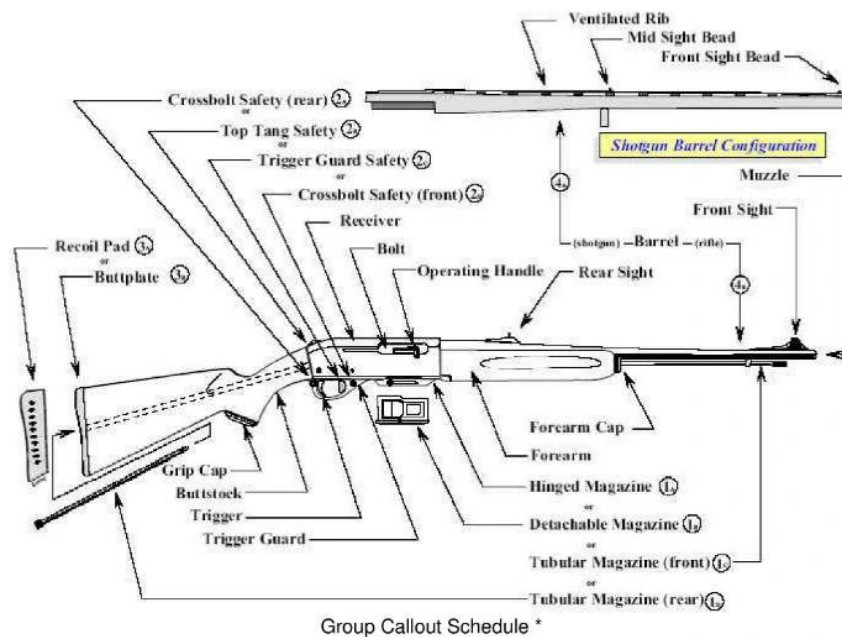
Pump-action diagram.



Group Callout Schedule *

Group (1)	Four magazine configurations available on the repeating models of this type action. A-Tubular, B-Fixed Internal, C-Bottom Access Floorplate, D-Detachable
Group (2)	Four various safety configurations which may appear on the available models. A-Crossbolt, B-Top Tang, C-Side Lever, D-Tailpiece Safety
Group (3)	Two buttstock appointments available in this group. A-Butt Plate, B-Recoil Pad
Group (4)	Two barrel configurations which may appear on this type action. A-Rifled, B-Smooth Bore

Bolt-action diagram.



Group (1)	Three magazine configurations available on this type action. A-Hinged, B-Detachable, C&D-Tubular (Front and Rear)
Group (2)	Four various safety configurations which may appear on the available models. A-Crossbolt (front or rear), B-Top Tang, C-Trigger Guard
Group (3)	Two buttstock appointments available in this group. A-Recoil Pad, B-Buttplate
Group (4)	Two barrel configurations which may appear on this type action. A-Smooth Bore, B-Rifled

Semi-automatic diagram.

Source: [2].

• **Action:** The physical mechanism that manipulates cartridges and/or seals the breech. The term refers to the method in which cartridges are loaded, locked, and extracted from the mechanism. See diagrams above.

• **Ammunition** or **ammo:** Gunpowder and artillery. Since the design of the cartridge, the meaning has been transferred to the assembly of a projectile and its propellant in a single package.

• **Automatic fire:** A weapon capable of automatic fire is one that will continually expend ammunition for as long as the trigger is held.

• **Barrel:** A tube, usually metal, through which a controlled explosion or rapid expansion of gases are released to propel a projectile out of the end at high velocity.

• **Belt:** An ammunition belt is a device used to retain and feed cartridges into some machine guns in place of a magazine.

• **Bipod:** A support device that is similar to a tripod or monopod, but with two legs. On firearms, bipods are commonly used on rifles and machine guns to provide a forward rest and reduce motion.

• **Blank:** A type of cartridge for a firearm that contains gunpowder but no bullet or shot. When fired, the blank makes a flash and an explosive sound (report).

- **Bolt:** The part of a repeating, breech-loading firearm that blocks the rear opening (breech) of the barrel chamber while the propellant burns, and moves back and forward to facilitate loading/unloading of cartridges from the magazine. The extractor and firing pin are often integral parts of the bolt.
- **Breech:** The part of a breechloader that is opened for the insertion of ammunition.
- **Caliber:** In small arms, the internal diameter of a firearm's barrel or a cartridge's bullet, usually expressed in millimeters or hundredths of an inch; in measuring rifled barrels this may be measured across the lands (such as .303 British) or grooves (such as .308 Winchester) or; a specific cartridge for which a firearm is chambered, such as .44 Magnum.
- **Cartridge:** The assembly consisting of a bullet, gunpowder, shell casing, and primer. When counting, it is referred to as a "round".
- **Chamber:** The portion of the barrel or firing cylinder in which the cartridge is inserted prior to being fired. Rifles and pistols generally have a single chamber in their barrels, while revolvers have multiple chambers in their cylinders and no chamber in their barrel.
- **Chambering:** Inserting a round into the chamber, either manually or through the action of the weapon.
- **Clip:** A device that is used to store multiple rounds of ammunition together as a unit, ready for insertion into the magazine of a repeating firearm.
- **Disassembly:** The removal of parts of a firearm, usually as part of a field strip.
- **Discharge:** Firing a weapon.
- **Drum magazine:** A type of firearms magazine that is cylindrical in shape, similar to a drum.
- **Dum-dum:** A bullet designed to expand on impact, increasing in diameter to limit penetration and/or produce a larger diameter wound. The two typical designs are the hollow point bullet and the soft point bullet.
- **Dummy:** A round of ammunition that is completely inert, i.e., contains no primer, propellant, or explosive charge.
- **Extractor:** A part in a firearm that serves to remove brass cases of fired ammunition after the ammunition has been fired. When the gun's action cycles, the extractor lifts or removes the spent brass casing from the firing chamber.
- **Field strip:** Disassembling a firearm for the purpose of repair or cleaning, without tools. When using tools, this is called a detail strip.
- **Firing pin:** The part of a firearm that strikes the primer, discharging the round.
- **Gauge:** The gauge of a firearm is a unit of measurement used to express the diameter of the barrel.

- **Grain:** A unit of measurement of mass that is based upon the mass of a single seed of a typical cereal. Used in firearms to denote the amount of powder in a cartridge or the weight of a bullet. Since 1958, the grain (gr) measure has been defined as precisely 64.79891 mg
- **Gun serial number:** A unique identifier given to a specific firearm.
- **Hammer:** The function of the hammer is to strike the firing pin in a firearm, which in turn detonates the impact-sensitive cartridge primer.
- **Headspace:** The distance measured from the part of the chamber that stops forward motion of the cartridge (the datum reference) to the face of the bolt. Used as a verb, headspace refers to the interference created between this part of the chamber and the feature of the cartridge that achieves the correct positioning.
- **Holographic weapon sight:** A non-magnifying gun sight that allows the user to look through a glass optical window and see a cross hair reticle image superimposed at a distance on the field of view. The hologram of the reticle is built into the window and is illuminated by a laser diode.
- **Iron sights:** A system of aligned markers used to assist in the aiming of a device such as a firearm, and exclude the use of optics as in a scope. Iron sights are typically composed of two component sights, formed by metal blades: a rear sight mounted perpendicular to the line of sight and consisting of some form of notch (open sight) or aperture (closed sight); and a front sight that is a post, bead, or ring.
- **Jacket:** A metal, usually copper, wrapped around a lead core to form a bullet.
- **Jam:** A type of firearm malfunction, in which a bullet does not load properly and gets stuck.
- **Magazine:** A magazine is an ammunition storage and feeding device within or attached to a repeating firearm. Magazines may be integral to the firearm (fixed) or removable (detachable). The magazine functions by moving the cartridges stored in the magazine into a position where they may be loaded into the chamber by the action of the firearm.
- **Muzzle:** The part of a firearm at the end of the barrel from which the projectile exits.
- **Muzzle velocity:** The speed at which a projectile leaves the muzzle of the gun. In conventional guns, muzzle velocity is determined by the quality (burn speed, expansion) and quantity of the propellant, the mass of the projectile, and the length of the barrel.
- **Pistol grip:** A feature on some firearms that gives the user a slightly curved area to grip, just rear of the trigger.
- **Rack:** To pull back and then release the slide to eject a round if it is chambered.
- **Receiver:** The part of a firearm that houses the operating parts.
- **Recoil:** The backward momentum of a gun when it is discharged. In technical terms, the recoil caused by the gun exactly balances the forward momentum of the projectile, according to Newton's third law. Also called **kick**.

- **Red dot sight:** A type of reflector (reflex) sight for firearms that gives the user a red light-emitting diode as a reticle to create an aimpoint.
- **Ricochet:** A rebound, bounce or skip off a surface, particularly in the case of a projectile.
- **Rifling:** Helical grooves in the barrel of a gun or firearm, which imparts a spin to a projectile around its long axis. This spin serves to gyroscopically stabilize the projectile, improving its aerodynamic stability and accuracy.
- **Safety:** A mechanism used to help prevent the accidental discharge of a firearm in case of unsafe handling.
- **Silencer:** A device attached to or part of the barrel of a firearm to reduce the amount of noise and flash generated by firing the weapon. Also known as a **suppressor**, **sound suppressor**, and **sound moderator**.
- **Slamfire:** A premature, unintended discharge of a firearm that occurs as a round is being loaded into the chamber.
- **Sling:** A type of strap or harness designed to allow an operator carry a firearm (usually a long gun such as a rifle, carbine, shotgun, or submachine gun) on his/her person and/or aid in greater hit probability with that firearm.
- **Squib load:** A firearms malfunction in which a fired projectile does not have enough force behind it to exit the barrel, and thus becomes stuck. Squib loads make the firearm unsafe to shoot, unless the projectile can be removed.
- **Stock:** The part of a rifle or other firearm, to which the barrel and firing mechanism are attached, that is held against one's shoulder when firing the gun. The stock provides a means for the shooter to firmly support the device and easily aim it.
- **Trigger:** A mechanism that actuates the firing sequence of a firearm. Triggers almost universally consist of levers or buttons actuated by the index finger.

Handling Firearms

By Anonymous

Source: [\[1\]](#).

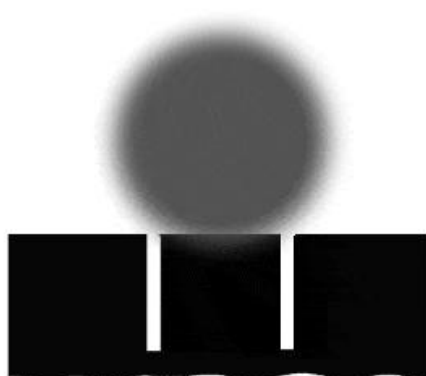
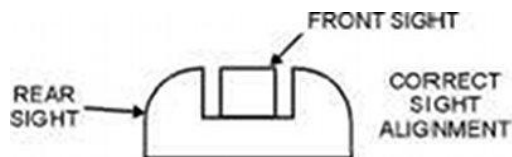
Gun safety is a collection of rules and recommendations that can be applied when possessing, storing, or handling firearms. The purpose of gun safety is to eliminate or minimize the risks of unintentional death, injury or damage caused by improper possession, storage, or handling of firearms. Therefore, four major rules have been universally recognized. Handle firearms with these principles in mind:

1. All guns are always loaded. Even if it is not, it should be handled as such.
2. Never let the muzzle cover anything you are not willing to destroy.
3. Keep your finger off the trigger until your sights are on the target.
4. Be sure of your target and what is beyond or behind it.

Remember to maintain the firearm. It must be cleaned and lubricated before any battle or attack for ideal performance.

Source: [\[2\]](#).

The sight picture is the pattern of your gun's sights in relation to your target. When you're aiming a gun, you're looking at three objects: the front sight, the rear sight, and your target. However, it's not possible to focus simultaneously on all three objects. One of the objects will inevitably be blurry when you're aiming. When you have a correct sight picture, your front and rear sight appears sharp and clear and your target appears to be a bit blurry. Here is how the aiming should look:



Handguns

Source: [\[1\]](#).

Pages 27-31.

we will be looking at the handgun. The first thing to know about handguns is that they all differ in their own unique ways. The main differences are in the operations of the safety lever, magazine release, and disassembly. For basic training, we have chosen the Russian Makarov. We will be looking at how to open the gun, how to properly hold it, and employing the stances.

Every handgun is disassembled differently, but the directions to disassemble the Makarov will be given here as a basis for other handguns. The handgun does not have to be disassembled to its smallest parts, but only enough for a field strip so that it can be cleaned.

1. Push down on the safety lever.
2. Take out the magazine by pushing the handle outward.
3. Pull the bridge down and keep it resting either to the right or left.
4. Pull back on the base, lift up and push forward and twist the spring off.
6. With the base in hand, push the safety lever upwards until it comes out.
7. Take out the hammer.



Disassembled Makarov.

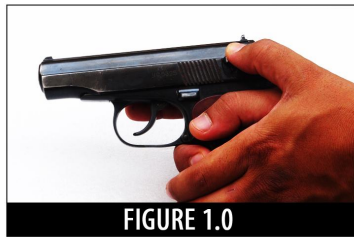


FIGURE 1.0

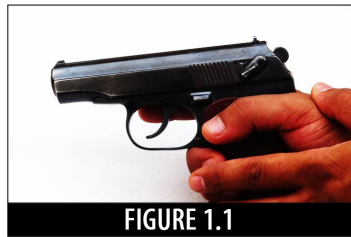


FIGURE 1.1

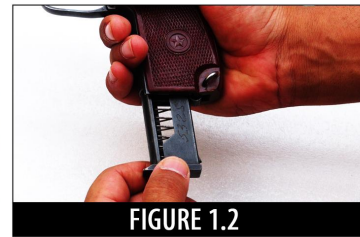


FIGURE 1.2

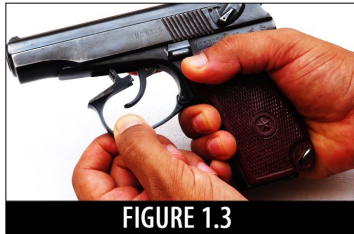


FIGURE 1.3

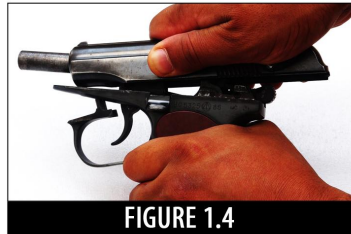


FIGURE 1.4

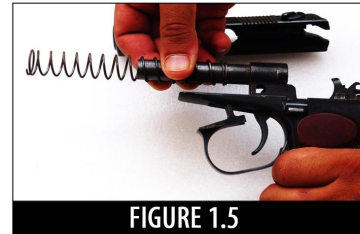


FIGURE 1.5

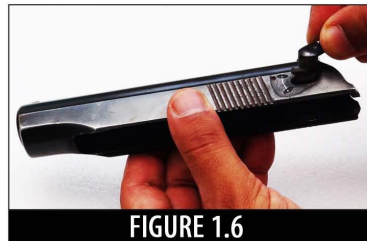


FIGURE 1.6



FIGURE 1.7

To put everything back together, follow the above steps backwards in its exact order.



Properly holding the gun can be the difference between accuracy and inaccuracy. Your grip hand should be directly underneath the end of the gun to prevent further recoil. If you have a small handgun like ours, grip the gun with your main hand. With the supporting hand, place your thumb over the other thumb and wrap the rest of your fingers above the main hand. If you have a larger handgun, it's best to place a part of the supporting hand underneath the gun's magazine and the rest wrapped over the main hand.



When you are down to the last bullet, the base will pull back and will not move forward until you press the latch down. The base pulling back indicates to you to get the next magazine ready.

As shown in the Figures below, the shooter employs both the straight arm technique, giving more control over the recoil, and the dropped arm technique, allowing more mobility in the shooter's movement. With the latter technique, make sure your support arm is bent and main arm is completely straight. To aim, lean your head against your main arm's shoulder.



Down or up? Special forces around the world have their own styles when it comes to walking with a gun. The Americans for example, when with the handgun, tend to have the gun pointed down while walking. Some prefer it to be pointing up. Another effective method is to walk with it pointing straight ahead.

When shooting, don't let the sound of the gun or recoil make you twitch. Try to be as stable as possible to ensure maximum accuracy. Try getting used to shooting as fast as possible at a target without looking down the sights. Sometimes in a gun battle, there will be no time to aim down the sights.

In the images to the right, you will find the various shooting stances that you can employ in a gun fight. In urban warfare, there are an endless amount of stances. These can be learnt from any handgun training video or website.

As seen in the fifth image, shooting sideways has a greater likelihood of being safe since less of your body is exposed. But you'll be trading safety for accuracy, as you won't have both of your arms to operate the handgun.

Handguns may jam when used, especially if the model is dysfunctional, not properly cleaned, or not properly used by the shooter. There is an easy method that can clear almost all jams regarding handguns: 'tap, rack, bang'. Your handgun has jammed! First you tap the magazine upwards to ensure that it is well-placed, and then you rack the handgun and eject the failed round. Sometimes, the round will be visible and look like you could drag it out by hand. This is called a stovepipe, and don't remove it with your fingers. The tap, rack, bang method is much more effective at removing stovepipes. For double-feeds, this method will not work. A method to clear these jams is to take out the magazine, and then rack the handgun ~5 times, in case 2 rounds got chambered at once. And then there are issues like squib loads and hang fire that will require much more complicated procedures too lengthy to execute during a battle.



Shotguns

Source [\[1\]](#).

Note: The face of the man holding the shotgun has been censored in this document since they partook in none of its making. I might be encouraging dangerous activities, but I'm not a total asshole.

Shotguns are fired from the shoulder and are typically used to hit targets at short distances. Unlike rifle and handgun cartridges that can only fire a single projectile, a shotgun cartridge typically fires multiple pellets called "shot" that spread out as they

leave the shotgun's barrel. Because the power of a single cartridge charge is divided among multiple pieces of shot, the energy of the shot decreases greatly as it travels away from the gun. That's why shotguns are short-range weapons.

Pump-action shotguns. A pump-action shotgun is a single-barrel shotgun that holds multiple rounds (unlike break-action shotguns). The way you extract spent shells and chamber a fresh round is by pulling a pump handle towards yourself, and then pushing it back into its original position along the barrel. Pump-action shotguns are widely used by police forces around the world because of their reliability and ability to hold multiple rounds. The Remington 870 has been the standby shotgun for American police forces for years, while the U.S. military has been partial to the Mossberg 500. Another good (yet cheap) pump-action shotgun is the Maverick 88.

They're relatively easy to use, nearly impossible to break, and are super reliable. More importantly, the sound of chambering a hot round into a pump-action 12 gauge is sure to soil the britches of even the most hardened criminal. As an added bonus, they're relatively cheap, with prices beginning around \$200.

One of the things you have to watch out for when firing a pump-action shotgun is short-stroking. That's when you don't push the pump all the way back to its original position, resulting in a failure to chamber the next round in the magazine.

Semi-automatic shotguns. A semi-automatic shotgun fires a single shell each time the trigger is pulled, automatically ejects the spent shell, and automatically chambers a new shell from a magazine. This allows you to fire off shots quickly. Some states ban hunting with semi-automatic shotguns, so be aware of that if you plan on using your gun to hunt. The Mossberg 930 SPX is a good example of a semi-automatic shotgun.

Because rounds are automatically loaded and the design is more complex, semi-automatic shotguns are more prone to jamming failures than pump-action or break-action shotguns.

Shotgun ammo is broken down into three categories: birdshot, buckshot, and slugs.

Birdshot. Birdshot is smaller than buckshot and is used primarily for hunting, you guessed it, birds. Birdshot size is categorized by a number: the larger the number, the smaller the shot. The smallest birdshot is #12 shot and the largest is size FF. All birdshot pellets have a diameter smaller than 5 mm. Birdshot is so small it's simply poured into a shotgun shell until the shell reaches a certain weight.

Buckshot. Buckshot is typically used for hunting small to medium-sized game and for police and home defense purposes. As with birdshot, the buckshot is categorized by a number that decreases as the size of the shot goes up. The smallest buckshot is #4 and from there the sizes go past #1 to 0000 (quad-ought), 000 (triple-ought), 00 (double-ought), and 0 (ought). Unlike birdshot, buckshot is too large to be poured into a cartridge. Rather, the buckshot pellets are stacked into the shell in a fixed geometric arrangement in order to fit.

Slugs. Slugs are basically a giant bullet. Instead of firing multiple pellets, a shotgun shell with a slug in it only fires a single slug. Slugs are primarily used to hunt large game and for military and police purposes. Slugs are rifled which gives them spin as they leave the barrel of the gun, making the slug much more accurate and stable in flight.

Unlike handguns and rifles that use caliber to measure the diameter of the barrel, shotguns use gauge. Measuring gauge goes back to the days of muzzle-loading guns. A shotgun's gauge number is determined by the number of lead balls that are the size of the gun bore's diameter that can roll down the gun's barrel to make a pound. So for example, in a 12 gauge shotgun, twelve lead balls with a diameter equal to the diameter of the barrel adds up to one pound.

Confused? Don't worry. It takes a bit to wrap your head around it. Just remember this: The smaller the shotgun gauge number, the larger the barrel; the larger the barrel, the bigger the boom from your boomstick.

The most common shotgun gauge sizes are: 10 gauge = .775 inch, 12 gauge = .729 inch, 16 gauge = .662 inch, 20 gauge = .615 inch, 28 gauge = .550 inch.

In addition to a shotgun's gauge number, another size you'll see stamped on a shotgun's barrel is the chamber length. The chamber is where the shell fits into the gun for firing. You need to make sure the length of the shell you're loading into your gun matches the chamber length on your shotgun. Firing shells that are longer than the length of the chamber can generate dangerously high pressures in your gun. That's a big safety risk.

Now that we're familiar with the anatomy and workings of a shotgun, let's get down to how to fire it. There are multiple stances that can be taken when shooting the shotgun. The two we will mention are the athletic stance and the close quarters stance. The athletic stance will almost always be used.

Square your shoulders up with the target. Stand with your feet shoulder-width apart on a straight line. Stagger your strong-side foot about six inches behind your weak-side foot. Place the buttstock of the shotgun near the centerline of the body and high up on the chest. Keep your elbows down.

The biggest advantage of the athletic stance over the bladed stance (standing sideways) is that it helps in reducing the effects of recoil when firing a shotgun. Think about it. If you're a lineman in football and you want to resist the other guy pushing you backwards, what stance would give you more balance? Being squared up with the other guy, or standing sideways with just one of your shoulders towards him? Squared up, of course. Another advantage of the athletic stance is that it allows you to track a moving target better.



The athletic stance.

The act of putting a shotgun to your shoulder is called mounting the gun. But you don't bring the gun to your shoulder straight off. You want to bring the side of the stock to your cheek first, before moving the buttstock to your shoulder.

Keeping your head up, bring the shotgun to your head. Press your cheek firmly to the side of the stock and then place the buttstock of the shotgun near the centerline of the body and high up on the chest, like so:



On most shotguns you'll find a crook between the stock and the trigger guard. Simply center the crook in the "V" junction of your thumb and index finger of your trigger hand. Grip the gun firmly, but not tightly.

If your shotgun has a pistol grip like our gun in the picture below, center the grip in the "V" at the junction of the thumb and index finger of your trigger hand. Grip the gun high on the backstrap (the backstrap is the back of the grip on the gun). Like so:



The support hand should grip the fore-end of the shotgun roughly midway down the length of the shotgun. Here's a demonstration for us:



Putting your support hand further forward on the fore-end will give you finer control over the muzzle when aiming, which you want when precision is key. It will also give you more leverage against the gun which helps in recoil control.

You've probably seen movies where the action hero fires a shotgun in close quarters from the hip. "That's a great technique...for the movies." If your target is really close to you, bringing the shotgun stock beneath your armpit in order to create more space between you and your target while maintaining more control could be viable. Here's how it looks:



The close quarters stance.

There's a lot of debate among shotgunners about how you're supposed to aim these things. You'll hear many folks say, "You don't aim a shotgun, you point it." Others will say you should aim it just like you would a rifle. You're responsible for every shot you fire, so you better be sure you know where they're going. Don't just point it and start firing action movie style.

you'll want to aim your shotgun just like you would when firing a rifle. Some shotguns have a rear sight notch and a bead at the end of the gun's barrel (most shotguns don't have a rear sight). Align those just as you would with a rifle. After you have proper sight alignment, you'll want to set your sight picture.

Unlike with a rifle or handgun where you slowly squeeze the trigger, with a shotgun you can use a more direct and less controlled trigger press. Again, when firing a shotgun, speed in getting off a shot is the goal.

Source: [\[2\]](#).

The pump-action shotgun is arguably one of the most reliable repeating firearms you can buy, it's not infallible. The number 1 cause for malfunctions with this gun is failure to port the action with purpose. This can cause stovepipes and double-feeds.

To clear a stovepipe, point the ejection port downwards and pumping the action. To clear a double-feed, put the gun on its back, apply pressure to the carrier (the plate in the place where you load the shells), and pump the action. One shell will be ejected. Sometimes, shotgun shells will be placed backwards into the gun. If this is spotted early, there is still a chance. Put the gun on its back, press release, pull the action back to about 80%, reach inside with your finger, push the shell into the magazine and push the carrier down. Reach up and push the shell latches and free the shell.

Rifles

Source: [\[1\]](#).

Note: The face of the man holding the rifle has been censored in this document due to the same reasons as in the shotgun section.

Rifles are high powered firearms typically used to hit targets at long distances. Rifles are designed to be fired from the shoulder. Grooves, called rifling (hence the name rifle), are cut into the barrel of a rifle. Rifling makes the bullet spin as it leaves the muzzle, making the bullet much more accurate and stable in flight. Some good rifle calibers are 7.62mm (.308 Winchester) and 5.56mm (.223).

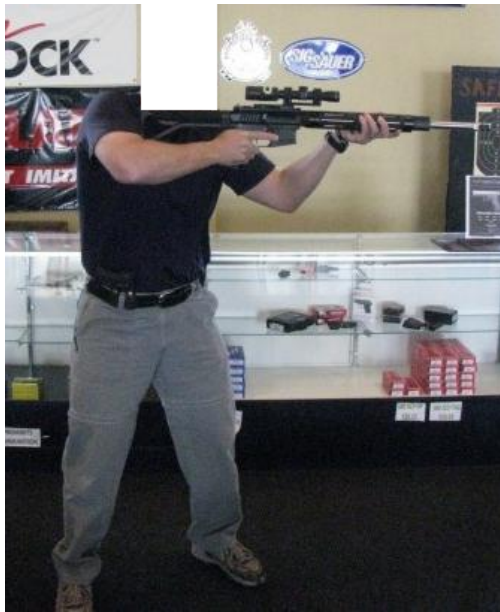
There are two common stances when firing a rifle: bladed-off and a squared, 'athletic stance.'

Bladed-off stance. A bladed stance is when your weak-side shoulder is facing the target. So if you're right handed, your left shoulder is facing the target; if you're left handed, your right shoulder faces the target. It sort of looks like how a baseball batter would stand in the batter's box.

Many first-time shooters stand in a bladed-off stance when firing a rifle. They probably saw their favorite cowboys or action heroes in movies take this stance, so they assume it's the best way to stand. While a bladed stance is good for competition shooters who need precision in their aim, it's not a great stance for shooters in more tactical situations that require rapid shots with minimal muzzle rise.

Squared or athletic stance. The folks at our academy teach their students to assume an athletic stance when firing a rifle. Square your shoulders up with the target. Stand with your feet shoulder-width apart on a straight line. Stagger your strong side foot about six inches behind your weak side foot.

Place the buttstock of the rifle near the centerline of the body and high up on the chest. Keep your elbows down.



The bladed-off stance.



The athletic stance.

The biggest advantage of the athletic stance over the bladed stance is that it helps in reducing the effects of recoil when firing a rifle. Think about it. If you're a lineman in football and you want to resist the other guy pushing you backwards, what stance would give you more balance? Being squared up with the other guy or standing sideways with just one of your shoulders towards him? Squared up, of course.

Another advantage the athletic stance has over the bladed stance is that the athletic stance allows you to track a moving target better. A bladed stance limits how much you can twist your body. An athletic stance allows you to swivel right or left much more easily.

Now how to hold a rifle.



Rifle with pistol grip. If your rifle has a pistol grip, like the AR-15 or JP-15, center the grip in the "V" at the junction of the thumb and index finger of your trigger hand. Grip the gun high on the back strap (the back strap is the back of the grip on the gun).

Rifle without a pistol grip. Most bolt action rifles don't have a pistol grip like the AR-15. What they typically have instead is a crook between the stock and the trigger guard. With these sorts of rifles, center the nook in the "V" at the junction of the thumb and index finger of your trigger hand. Grip the gun high on the nook.



The support hand should grip the forestock (or handguards if you're shooting an AR-15) of the rifle roughly midway down the length of the rifle.



The support hand is gripping the handguards.

Putting your support hand further forward on the forestock will give you finer control over the muzzle when aiming, which you want when precision is key. The disadvantage of putting your support so far out on the forestock is that it's a little less stable.

Bring the rifle to your head and press your cheek firmly into the stock. Keeping your head up, bring the rifle to your head. Place the buttstock of the rifle near the centerline of the body and high up on the chest. Press your cheek firmly to the side of the stock of the gun.

To fire a gun, we often use the popular phrase "pull the trigger." However, to fire a gun properly, you don't actually want to pull the trigger, but rather press it in a controlled fashion so you don't disrupt your sights. Managing the trigger on a rifle is similar to doing so on a handgun, so here's a review of the basics we covered last time:

1. Press, don't pull. Instead of pulling the trigger, press (or like my dad likes to say "squeeze") the trigger straight to the rear. Apply constant, increasing reward pressure on the trigger until the weapon fires. Ensure that you're only applying pressure to the front of the trigger and not the sides.
2. Take the slack out of the trigger. Squeeze the trigger to the point you start feeling resistance.

Source: [\[2\]](#).

There are numerous shooting aids on the market today from monopods to tripods to sandbags and complete gun cradles designed to be packed into the blind. Some products are gimmicks, and some are a boon to shooters, but none replace the fine art of learning the fundamentals of field position shooting from the standard four positions. The four basic "competition" rifle shooting positions are prone, sitting, kneeling, and standing (also called "offhand"). These are in order of steadiness; generally speaking, the closer you can get to the ground, the steadier you are.

An awful lot of years have passed since I used these positions in either competition or military qualification, and of course, many of us have never used them in either. On the other hand, I have used all of these positions in the field. As we'll see, absent competitive rules or screaming drill instructors, all of these positions can be endlessly modified for field use.

Prone is simply lying down behind the rifle. I will invariably use a hasty sling, but the basics are easy. Both elbows should be solidly grounded, with the supporting elbow directly under the rifle. The rest of it depends on what works for you. The classic prone has the body at an angle (left for righties, right for lefties). The more modern prone has the body more directly behind the rifle with your strong side leg slightly bent.



At the range (or in your backyard with an absolutely safe weapon) start from a standing position and pick out your target. Wrap your arm into the hasty sling and drop down into prone, sighting at the target. Close your eyes. When you open them you should still be aiming at the target. If you aren't, then your position is off. A good coach would walk down the line and firmly kick each muzzle. If the shooter's sight picture returns after the kick, then body alignment is good. If not, adjustment is needed.

The good old prone is great, but if you start with a good, solid body position and then support the fore-end on a pack, bipod, or whatever else, then you can achieve very near to benchrest stability.



Two comments. First, when I'm prone but the fore-end is rested steadily, I actually revert to benchrest technique with my supporting hand. Instead of keeping my hand on the fore-end, I use it to snug the butt into my shoulder. This may not work for you, but it's worth trying.

Second, make certain the rifle is never rested directly on a solid object. A boulder or log is great, but unlike a pack, if the rest is solid, then put a crushed hat or your hand between the rifle and the rest. This applies to all of the following positions, so I won't repeat it.

Prone is the steadiest by far and easiest to master, but it will probably be the least-used in the field because, all too often, vegetation gets in the way and obscures the view. So you have to get higher.

A proper **sitting** position is extremely difficult to master, and to do it right, you have to be fairly limber. The steadiest sitting position is with crossed legs, body about 45 degrees to the target, ankles flat to the ground. As with everything else, sling tension really helps.



Here's where it gets tricky. Ideally, you bend forward from the waist and rest your elbows over your knees, not on top of them. I freely admit that this is getting a bit more difficult. The alternative, which is faster and easier to assume (especially if you have — horrors — a bit of middle-aged paunch), is with the knees up, feet flat on the ground, legs spread about 45 degrees. This is not as steady, but you don't have to be quite as much of a contortionist!

Done properly, the sights are in perfect alignment on the target, and the shooting hand is really doing nothing other than gently holding the pistol grip and steadily squeezing the trigger. The test for correct body position is the same as prone. Ensuring you have a completely empty and safe rifle, get into your best sitting position and aim in at the target. Have someone push the rifle rearward, as if in recoil. You should come back right on target. If you don't, you probably need to scoot your butt a bit one way or the other and change the angle.

All positions are strengthened through the use of a "hasty sling." The sling is used to create isometric pressure to increase steadiness. The formal "tight sling" is actually detached from the rear sling swivel and tightened above the bicep of the supporting arm.



Using the now-rare two-claw sling, I have actually done this in the field for tricky shots in both prone and sitting. This is almost a lost art today, and most rifle slings (really, carrying straps) don't allow it. That's OK. Almost any carrying strap can be used in the "hasty sling" mode. The steadiness achieved is almost as good as a tight competition sling — and it's a whole lot faster.

Here's how. With the sling loose enough for shoulder carry, hold the rifle with your shooting hand and thrust your supporting hand and arm between rifle and sling. Then wrap your wrist around the sling once. Right-handers, with a left supporting arm, wrap clockwise. Left-handers, with a right supporting arm, wrap counter-clockwise. Bring your supporting hand to the fore-end, usually just behind the sling swivel, and assume your position. The sling tightens across your body, and you'll be amazed how much additional steadiness this gives you.

There is often a compromise between the most comfortable "carry" length for your sling and the ideal tension for a hasty sling. I keep mine adjusted for the hasty sling!

The **kneeling** position is not nearly as steady as sitting, but it's a lot faster and beats the heck out of standing. Getting into position is a simple matter of assuming the hasty sling and dropping into position, weak-side knee and foot pointing at the target, supporting elbow over the knee — not directly on top (because it can slip).



Strong-side leg is out at about 90 degrees, knee on the ground. Depending again on how limber you are, you are either sitting on that foot, with the foot flat, or sitting on the heel with the toes grounded.

In kneeling the shooting hand is pulling the stock into the shoulder, but the primary support should come from the sling and the supporting arm.

The best form is probably to have the shooting elbow out horizontally, but, hey, we're shooting game, not winning Olympic medals. So practice, see what works, and then practice some more until you can drop to one knee fast!

The kneeling position gets you a bit higher than sitting, which can be important, but it's really at its best for times when you need to shoot quickly, but it's a bit too far (or you're breathing a bit too hard) to risk a shot from the standing position.

All of these positions need practice, but once you get the hang of it you should be able to drop into a kneeling position almost instantly.

Cleaning

By Anonymous

Source: [\[1\]](#).

Cleaning and maintaining your guns preserves their functionality and value, and keeps them safe and accurate. The effort and attention you put into maintaining your firearms will pay off in peace of mind that your guns will do what you need them to do. Good maintenance habits help you know your gun better, and have more confidence in its performance at the range or in the field.

Preparation is key to a good job. Choose a work area that is well-ventilated, well-lit, organized and clean. Outdoors or in the garage is best. If you must work indoors, choose a large indoor room, and try to work near an open window. Your work table should be sturdy. It shouldn't rock or move when you lean on it. Avoid tables with wheels or casters. The dining room table or the kitchen counter is not the best choice, because you don't want to contaminate your food with chemical solvents, gun oil copper, lead or carbon fouling. For the same reason, you shouldn't eat or drink while you work.

Once you have chosen an appropriate work space, remove all ammunition from the area. All loose and boxed ammunition should be returned to its proper storage place before you start. Only after that is done should you get out your gun and make sure that it is clear. If the gun has extra magazines, make sure they are empty as well.

Before you get to work, find the owner's manual from the manufacturer. It should explain how to take the gun apart and clean it.

There are a variety of specialized and improvised tools that will help you get the job done right, but can't be found in any cleaning kit. A rubber mat with a non-slip surface will help protect both the parts and the work bench from damage. A cleaning cradle keeps the gun under control and leaves your hands free to control loose parts and cleaning equipment. If you don't have one, a shooting rest for sighting-in or varmint shooting is better than nothing. Your bench vise may look tempting, but leave it alone: Too much pressure from the vise can crack the stock or even crush the receiver.

Also, an old cookie tin or coffee can is useful for holding loose parts. A container helps keep them in one place so small parts won't get lost or separated. You might want two: one for dirty parts waiting to be cleaned, and a second for parts that have already been cleaned. Lastly, here's a trick for when springs or pins go flying: Keep a flashlight on hand, as it is often a big help in finding lost parts. Even the tiniest pins and springs that have fallen on the floor will cast a shadow when a beam of light passes over them. Once you have the gun disassembled, start with cleaning the bore. The rifling at the muzzle is critical to accuracy. You don't want the cleaning rod to bang against the muzzle opening. Over time, this can widen the muzzle opening or leave it misshapen, so clean from breech to muzzle whenever possible.

With some guns the barrel is more or less permanently attached to the receiver, which leaves you with no choice but to clean the bore from the muzzle end. In that case use a bore guide (a sleeve that protects the muzzle), or a bore snake, rather than a rigid cleaning rod.

Use a cleaning rod of the correct diameter. They generally come in .22-cal., .30-cal. or shotgun/muzzle-loader diameters. A cleaning rod that is too big will get stuck in the bore, while a cleaning rod that is too small will tend to flex in the bore and it will take too much effort to push it through. One clue is that bore brushes are sized to the diameter bore and will only thread onto a cleaning rod of the proper diameter.

Start with wet patches to loosen the fouling. Bore solvents are usually meant for either copper fouling or lead fouling. Naturally, if you have been shooting jacketed or copper-plated bullets, use a copper solvent. If you have been shooting unjacketed lead, choose a lead solvent. I prefer cotton patches because they are more absorbent than nylon patches. Spear the patch on a jag or thread it through a loop before you wet it with solvent. In my experience, jags produce better surface contact, but they can be harder to push through the bore. Try to push the patch all the way through the bore in one smooth motion. Don't scrub, change direction or pull the dirty patch back through the bore. Always remove the dirty patch from the rod when it exits the bore. After you've run three patches through the bore, it should be ready for the bore brush.



Rifle with cleaning items around it.

Bore brushes should be matched to the diameter of the bore. They are available with nylon, bronze or steel bristles. Steel brushes are more rigid and abrasive and should be used with care and reserved for the toughest jobs. Nylon is the gentlest material, but it can take a lot more work to clean a bore with a nylon brush. In my experience,

bronze brushes are the right choice for most cleaning jobs. Thread the brush to the cleaning rod and wet the bore brush with solvent. Once again, push the rod through in one smooth stroke and remove the brush after it exits the bore. Ten passes with the brush should be enough. Run three more wet patches through the bore to pick up the fouling loosened by the bore brush. Wipe down the cleaning rod before finishing up with dry patches. Each successive dry patch should come out of the bore cleaner than the last. If you don't see visible improvement after five to seven dry patches, repeat the process-starting with the wet patches-from the beginning.

Your next step depends on your shooting plans. Once you are satisfied that the bore is clean, you can leave the bore dry if you are going to shoot the same day. However, if you have to store the gun overnight or for a longer period of time, you will need to protect the bore from rust. Run a patch soaked with oil down the bore. Beware: Oil in the bore can create excessive pressure, a dangerous condition. Oil must be swabbed out before you shoot again, so get in the habit of running a dry patch down the bore before you take your gun to the range or the field.

Old toothbrushes, rags and cotton swabs are all useful aids for cleaning the rest of the gun. A general-purpose cleaner like Break Free or a carbon solvent will help loosen built-up powder fouling in the action. Once you are happy with your work, reassemble the gun right away. The longer the gun is left disassembled, the greater the chance parts will be lost or broken.

After you have reassembled the gun, it's time to make sure all of the parts work properly. Check the safety and the trigger for proper function. When you are satisfied that everything is in working order, you should oil down the exterior metal surfaces of the gun, because sweat and body oil from your hands can activate rust. Don't overdo it; a light coating of oil is enough. Be aware that gun oil can soften the wood, so don't soak the joints between the action and the stock.

Cleaning your guns is part of responsible and safe gun handling. Clean firearms are safer, more accurate and more reliable. The better you know your gun, the better you can diagnose accuracy and function problems, which makes you more confident at the range and in the field.

Know Your Gun

By Anonymous

Here are some introductions to some common firearms, and all of them effective.

Glock

Source: [\[1\]](#).

Glock is a brand of polymer-framed, short recoil-operated, locked-breech semi-automatic pistols designed and produced by Austrian manufacturer Glock Ges.m.b.H. Glock pistols have become the company's most profitable line of products, and have been supplied to national armed forces, security agencies, and police forces in at least 48 countries.



Glock 17 "First-generation".

Source: [\[2\]](#).

There are models of the Glock suited for 9mm Parabellum, 10mm Auto, .45 ACP, .40 S&W, .380 ACP, .357 SIG, .45 GAP, .22 LR and .50 GI. For our purposes, 9mm Parabellum is ideal due to its power and wide availability. The Glock 17 Gen 4 and Gen 5 (9mm Parabellum), 19 Gen 5 (9mm Parabellum), 20 Gen 4 and SF (10mm auto), 21 Gen 4 and SF (.45 auto), 41 Gen 4 (9mm Parabellum), and 40 Gen 4 (10mm auto) are all powerful handguns that can be used. However, the Glock may have to be concealed at times, and then it must be smaller and more compact. Models that fit that those requirements include Glock 43 (9mm Parabellum), 43X (9mm Parabellum), 48 (9mm Parabellum), 36 (.45 auto), and 42 (.380 auto). While less effective than their larger counterparts, they can be well concealed to attack the target with maximum surprise or to surprise the attacker.

Links to Glock modern manuals: ["Downloadable Materials"](#) from glock.com.

Anonymous.

There are many magazines for Glocks. Pick the magazine that fits neatly into the model of choice and has as many rounds in it as possible. Avoid drum and extended mags since they are bulky. The Glock will not be your main weapon, and the drum could really only be used if the goal was to spray a location with the Glock.

Source: [\[1\]](#).

Other information:

Effective firing range: 50 m.

Muzzle velocity: 375 m/s.

Uzi

Source: [\[1\]](#).

The Uzi (officially cased as UZI) is a family of Israeli open-bolt, blowback-operated sub-machine guns first designed by Major Uziel "Uzi" Gal in the late 1940s, shortly after the establishment of the State of Israel. It is one of the first weapons to incorporate a telescoping bolt design, which allows the magazine to be housed in the pistol grip for a shorter weapon.



Uzi sub-machine gun.

It is illegal to acquire an automatic Uzi for most people. However, they are rather common in the armories of militant organizations and criminal gangs. Thus, it

could be acquired from the black market. The best Uzi are the models chambered in 9mm Parabellum, as the ammunition is plentiful and 20-, 25-, 32-, 40-, or 50-round box magazines have been manufactured for the 9mm Uzi.

Other information:

Effective firing range: 200 m.

Muzzle velocity: 400 m/s.

AK-47

Source: [1].

Pages 42-43.

Whichever land of war you decide to travel to today, the AK-47 chambered for 7.62x39mm will be the standard weapon of choice among the guerrilla forces. Thus it is imperative to know how to use the weapon. In this series, we will prepare you on the basics of the AK, the weapons capabilities, how to open the weapon and clean it, shooting positions, the types of bullets and the add-ons.

For those who are unfamiliar with the weapon, may think that it is one type; that is not true. You will find more than 20 different brands. The Kalashnikov is made in different countries; this gives the weapon a few variations. Some of the countries that manufacture the weapon are Russia, former East Germany, Romania, China, Poland, Bulgaria, Iran and Egypt. The Russian version is considered to be the most durable of the different brands and the East German one would be after that.

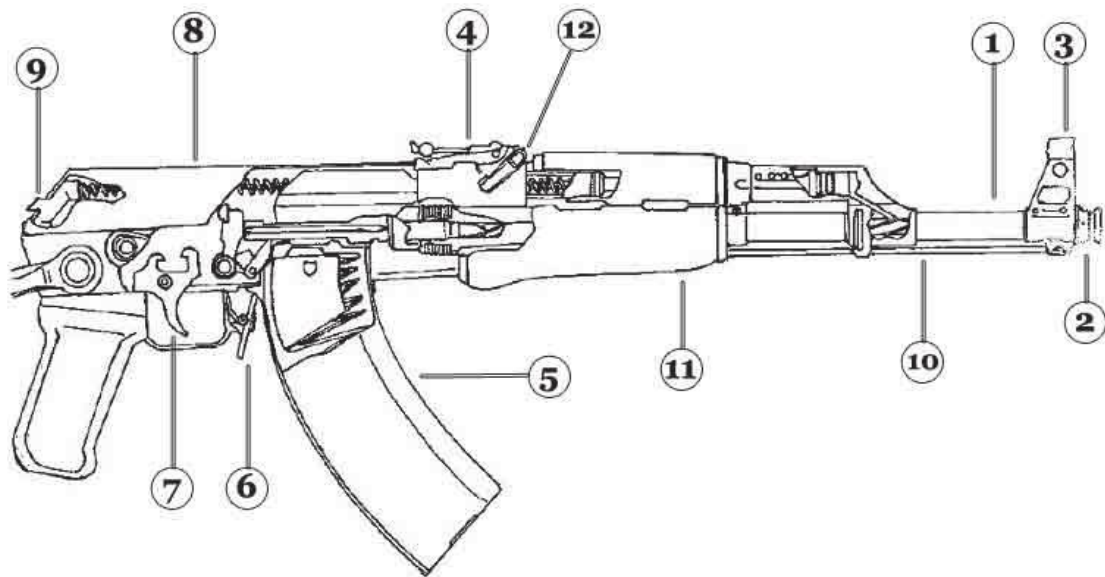
Let's say you are at the arms dealer and see all these different types of Kalashnikov's. You pick up one of them to see where it originates from but don't see the countries name etched anywhere on the rifle. Eventually you realize that none of them have their country names etched on the Kalashnikov. So how do you tell which one is which?

If you look at the side of the rifle carefully, usually in the middle, you will find some sort of logo. That logo will tell you where that gun is coming from. The table to the right will help you identify the rifle's origin and Figure 1.1 will show you where to look. We won't be going into the details of each rifle as that would prolong the series, so we will leave that up to the individual to do research on.

Bulgaria	10
Poland	11
Bulgaria	21
Bulgaria	25
RPC/China	36
RPC/China	66
RPC/China	386
East Germany/DDR	
East Germany/DDR	
Russia	
North Korea	
RPC/China	
RPC/China	
Romania	
Russia	
Russia	
Russia	
Russia	
Russia	
Russia	
East Germany/DDR	K3



Figure 1.0: The writing above is where you will find the information.



1. Barrel: the bullet is shot through here.
2. Muzzle: from where the bullet exits; a variety of add-ons are available to attach here that would either suppress the flash from the bullet or silence the sound of the bullet.
3. Front Sight Post: Adjustable for Front Sights.
4. Rear Sight: Contains a scale for elevation from 1 to 8 on most of the rifles and 1 to 10 on some others. 1 stands for 100 meters.
5. Cartridge Magazine: Supplies ammunition to weapon.
6. Magazine Catch Button: Releases Cartridge Magazine when pushed.
7. Trigger: Controls the firing of the weapon.
8. Base: Lifting this will reveal the inside of the weapon.
9. Lower Receiver: Opens Base when pushed.
10. Rod: a thin rod that can be used for a variety of purposes such as cleaning the barrel, and releasing hatches.
11. Lower Guard: Section of rifle to grip when firing.
12. Hand Guard Hatch: Keeps Upper and Lower Guards in place.



13. Safety Lever: There are 3 levels to choose from in this order (top to bottom): safety, automatic, and single shot.
14. Shoulder Gun Stock Assembly.
15. Sling Ring: This is where the shoulder carrying sling is hooked.
16. Charging Handling Assembly: Cocks the weapon when preparing to fire.

Source: [\[2\]](#).

Pages 22-25.

we will be showing you how to open the weapon. Knowing how to open the weapon is as vital as knowing how to shoot it since maintenance of the weapon is an absolute necessity. Not knowing how to open it would cause you problems in the future such as if the bullet doesn't fire and you don't know where the problem lies. With that said, let's look at how to open the weapon (follow the figures accordingly):

1. Take out the Magazine and drop the safety lever to the last level (single shot).
2. Cock the charge handle assembly twice using your hand. At the third time, charge it half way to see if there's a bullet inside.
3. Make the rifle stand at an angle or point it towards the ground and pull the trigger. This is to ensure that there is no bullet inside. The angle mentioned here is to protect those around you from being hit if there were to be a bullet inside.
4. Point the rifle down to the ground and push the lower receiver button with force to open the base. Sometimes, you might have to fiddle with the base left and right to pull it out.
5. Take out the spring by pushing it forward and then carefully pulling it out.
6. Carefully pull out the buffer from the spring.
7. Pull out the charge handle assembly.
8. To take out the bolt assembly, twist it 180-degrees and pull it forward. This is what hits the back of the bullet. If this were not to be inside, the gun would not fire. If you shake the bolt assembly, you should hear the firing pin going up and down. If you don't, you need to pour oil into the top and let it seep through the bottom.
9. Pull up on the hand guard hatch. If you find difficulty pulling it, use the cleaning rod that comes with the weapon.
10. Take out the top guard.
11. Push on the lever to release the lower guard.
12. Now this is where you should clean the gun in its entirety using oil and a cloth. With the rod you have, insert a cloth or tissue through the hole and slide the rod up and down through the barrel.
13. After you finish cleaning all the parts of the gun, you have to re-assemble the rifle starting with the last thing you took out. This is the basic rule in re-assembly. So in this case, it would be the lower guard. Work your way backwards until you have the base on the rifle. Afterwards, charge the gun a few times and fire to make sure all the parts are working. Then re-attach the magazine and move the selector to the safety position.

The most important steps throughout this whole process are the first four. This is because if they aren't properly done, a bullet can be fired accidentally. Most firing accidents are because the individual is not carefully practicing the first four steps.

As for cleaning the magazine, it is simple. Make sure the magazine is not attached to the gun. Empty out your magazine by pushing the bullets forward. Then remove the floor of the magazine by pushing forward with force; using the rod or the back of the bullet can help. As you are taking it out, place your hand over the exposed part so that the spring doesn't fly out. After you have pulled out the spring and the bullet base, proceed in cleaning the magazine. To put the magazine back, you will work backwards by putting in the bullet base, spring, and floor.



Figure 1.0.



Figure 1.1.



Figure 1.2.



Figure 1.3.



Figure 1.4.



Figure 1.5.



Figure 1.6.



Figure 1.7.



Figure 1.8.



Figure 2.0.

Source: [\[3\]](#).

Other information:
Effective firing range: 350 m.
Muzzle velocity: 715 m/s.

AR-15

The AR-15 (also known as the modern sporting rifle) is much more optimal than the AK-47 and is in fact much cheaper to buy legally in the USA, but is not as common elsewhere. It should cost around 450 dollars at least for a reliable model. Its ammunition is highly plentiful, it is easily modified, and it does not overheat as quickly as the AK-47. It is advised for the AR-15 to be made from parts bought separately for maximum optimizations.

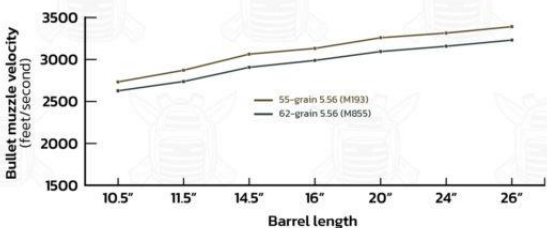
There are many manufacturers for AR-15s. Constructing AR-15 will save lots of money compared to buying them whole, and spend the money on the more expensive high quality parts where it matters. The highest quality parts (you will have to be willing to spend some serious money for some of these) could be bought from manufacturers such as Noveske, LMT, Radian, Heckler & Koch, Daniel Defense, BCM, Colt, Larue, and Knight’s Armament. Other manufacturers of fairly high quality are Spikes, Brownells, Anderson Manufacturing, Smith and Wesson, CMMG, Midwest Industries, RRA, and Delton. Always ensure there are no issues with the rifles and or rifle parts bought. Quality control issues are common when buying from cheaper manufacturers. Buy cheap good iron sights from Ruger and Magpul. Vortex, Primary Arms, and Holosun make cheap red dots.



AR-15 rifle showing its modifiable nature.

Source: [1].

AR-15 Barrel Velocity Chart		
Barrel length (inches)	Velocity (FPS) / 55 grain	Velocity (FPS) / 62 grain
10.5"	2739	2627
11.5"	2872	2738
14.5"	3064	2907
16"	3132	2989
20"	3259	3095
24"	3315	3158
26"	3391	3231



FPS = Feet Per Second.

Most of the time, a gun’s barrel length will be marked when you purchase it. It is one of the main features of a barrel and will be prominently displayed. If you can’t find it, look for any product identification numbers on your barrel and do a quick Internet search. If you still can’t find it, take your unloaded AR-15, and stick a rod down the

barrel as far as it can go. Mark the rod, and measure the distance from the mark to the end. This will be your barrel length. The most common barrel sizes are between 16"-24".

So you want to build an AR-15? Before you buy your first part, decide what kind of rifle you want. Will you be varmint hunting, plinking or competition shooting? Once you make this decision, you know what type of upper receiver and barrel you will use. The upper receiver and barrel you choose will determine the remaining parts needed. Here are several types of stripped upper receivers, each with different features for different applications. Now (as I wouldn't like these firearms taking lots of pages in this documents) here are a good resource from midwayusa.com for building AR-15s: [How To Build an AR-15 Rifle](#) and [AR-15 Schematic](#) (These links may eventually die, but there are plenty of other good guides out there).

Here's another good resource, this time from instructables.com: [How to Field Strip an AR-15](#). (If this link dies, same as before).

Other information:

Effective firing range: 400-600 m.

Mini-14

Source: [\[1\]](#).

Let's buy a Mini-14! First we will have to buy one that is of a better design to ensure the best operation possible. There will be two types of Mini-14 we will be talking about now: old (pre-580) and new (post-580). The important distinction comes from that in the mid-2000s all production of the Mini-14 series was stopped. The gun was given a long overdue makeover and put back in production on new tooling. 580 and 581 is a 3-digit serial number prefix indicating the gun was made after the redesign. Post-580 models are worth a lot more money, paying 650 dollars for a new one is a decent deal. Used 500-600 is ideal. Best caliber for a Mini-14 would be 5.56.

Used 180-189 series Minis have inferior quality control and accuracy. I wouldn't pay more than 400 dollars for one, barring it being a special version such as the bicentennial, a GB, or coming with a factory underfolder stock.

Stainless models are a bit better, but they aren't worth much more nor are they rare. Also "Ranch Rifle" is a term they used ever since they added scope bases. It's still used to refer to standard minis as opposed to "tactical" and "target" versions. Really old minis were just "Mini-14"s.



There are many obscure variants of the Mini-14, most of which should be avoided. Avoid minis chambered in .222 Remington and 6.8mm SPC, but 6.8 SPC may be used as a last resort in some regions where it is relatively common. Mini-14 GB is an obscure variant that is not to be avoided. This was a police exclusive version featuring a thicker barrel, birdcage flash hider, bayonet lug, and a front sight that resembles the ones on the 580 series. Worth a good 500 dollars or so. Mini-14 GBs are all old minis now, with GBs out of production.

Now on the Mini-14 Tactical. Basically a standard synth-stocked blued mini with a shorter 16" barrel and a flash hider. Often mismarked as a GB. All Tactical minis are post-580. This means that they are all relatively good. Another variant is the Mini-14 Target which is chambered for .223 Remington. They are post-580 series minis with no sights, heavier barrels, and a distinctive dampener on the front of the barrel. Once dialed in this gun can be very accurate. They are heavy though, and cost like 1000 dollars new with no optics.

Magazines are very important to be selected. Ruger magazines are ideal. Factory 20-round magazines can sell for 25 dollars new, and 30-round magazines can sell for 35 dollars. Spotting lying magazines is easy. All Ruger magazines have either the Ruger name on the metal or the logo on the baseplate. Sellers frequently pass off aftermarket mags for factory mags.



Factory magazines.



Aftermarket magazines.

Aftermarket magazines are notoriously dysfunctional. Avoid them.

Now on barrel struts. A good portion of the mini's accuracy problems come from the barrel flexing too much, especially when it gets hot. The solution? Add a chunk of metal from the gas block to the barrel to reinforce it.

Sniper Training

By The Headquarters Department of the Army

Source: [\[1\]](#).

Pages 10-16.

This field manual provides information needed to train and equip snipers and to aid them in their missions and operations. It is intended for use by commanders, staffs, trainers, snipers, and soldiers at training posts, Army schools, and units.

This manual is organized as a reference for snipers and leads the trainer through the material needed to conduct sniper training. Subjects include equipment, weapon capabilities, fundamentals of marksmanship and ballistics, field skills, mission planning, and skill sustainment. The left-handed firer can become a sniper, but all material in this book is referenced to the right-handed firer.

The primary mission of a sniper in combat is to support combat operations by delivering precise long-range fire on selected targets. By this, the sniper creates casualties among enemy troops, slows enemy movement, frightens enemy soldiers, lowers morale, and adds confusion to their operations. The secondary mission of the sniper is collecting and reporting battlefield information.

a. A well-trained sniper, combined with the inherent accuracy of his rifle and ammunition, is a versatile supporting arm available to an infantry commander. The importance of the sniper cannot be measured simply by the number of casualties he inflicts upon the enemy. Realization of the sniper's presence instills fear in enemy troop elements and influences their decisions and actions. A sniper enhances a unit's firepower and augments the varied means for destruction and harassment of the enemy. Whether a sniper is organic or attached, he will provide that unit with extra supporting fire. The sniper's role is unique in that it is the sole means by which a unit can engage point targets at distances beyond the effective range of the M16 rifle. This role becomes more significant when the target is entrenched or positioned among civilians, or during riot control missions. The fires of automatic weapons in such operations can result in the wounding or killing of noncombatants.

b. Snipers are employed in all levels of conflict. This includes conventional offensive and defensive combat in which precision fire is delivered at long ranges. It also includes combat patrols, ambushes, countersniper operations, forward observation elements, military operations in urbanized terrain, and retrograde operations in which snipers are part of forces left in contact or as stay-behind forces.

In light infantry divisions, the sniper element is composed of six battalion personnel organized into three 2-man teams. The commander designates missions and priorities of targets for the team and may attach or place the team under the operational control of a company or platoon. They may perform dual missions, depending on the need. In the mechanized infantry battalions, the sniper element is composed of two riflemen (one team) located in a rifle squad. In some specialized units, snipers may be organized according to the needs of the tactical situation.

a. Sniper teams should be centrally controlled by the commander or the sniper employment officer. The SEO is responsible for the command and control of snipers assigned to the unit. In light infantry units, the SEO will be the reconnaissance platoon

leader or the platoon sergeant. In heavy or mechanized units, the SEO may be the company commander or the executive officer. The duties and responsibilities of the SEO areas follows:

- (1) To advise the unit commander on the employment of snipers.
- (2) To issue orders to the team leader.
- (3) To assign missions and types of employment.
- (4) To coordinate between the sniper team and unit commander.
- (5) To brief the unit commander and team leaders.
- (6) To debrief the unit commander and team leaders.
- (7) To train the teams.

b. Snipers work and train in 2-man teams. One sniper's primary duty is that of the sniper and team leader while the other sniper serves as the observer. The sniper team leader is responsible for the day-to-day activities of the sniper team. His responsibilities areas follows:

- (1) To assume the responsibilities of the SEO that pertain to the team in the SEO'S absence.
- (2) To train the team.
- (3) To issue necessary orders to the team.
- (4) To prepare for missions.
- (5) To control the team during missions.

c. The sniper's weapon is the sniper weapon system. The observer has assault rifles, which gives the team greater suppressive fire and protection. Night capability is enhanced by using night observation devices.

The basic guidelines used to screen sniper candidates are as follows:

- (1) Marksmanship. The sniper trainee must be an expert marksman. Repeated annual qualification as expert is necessary. Successful participation in the annual competition-in-arms program and an extensive hunting background also indicate good sniper potential.
- (2) Physical condition. The sniper, often employed in extended operations with little sleep, food, or water, must be in outstanding physical condition. Good health means better reflexes, better muscular control, and greater stamina. The self-confidence and control that come from athletics, especially team sports, are definite assets to a sniper trainee.
- (3) Vision. Eyesight is the sniper's prime tool. Therefore, a sniper must have 20/20 vision or vision correctable to 20/20. However, wearing glasses could become a liability if glasses are lost or damaged. Color blindness is also considered a liability to the sniper, due to his inability to detect concealed targets that blend in with the natural surroundings.
- (4) Smoking. The sniper should not be a smoker or use smokeless tobacco. Smoke or an unsuppressed smoker's cough can betray the sniper's position. Even though a sniper may not smoke or use smokeless tobacco on a mission, his refrainment may cause nervousness and irritation, which lowers his efficiency.
- (5) Mental condition. When commanders screen sniper candidates, they should look for traits that indicate the candidate has the right qualities to be a sniper. The commander must determine if the candidate will pull the trigger at the right time and place. Some traits to look for are reliability, initiative, loyalty, discipline, and emotional stability. A psychological evaluation of the candidate can aid the commander in the selection process.
- (6) Intelligence. A sniper's duties require a wide variety of skills. He must learn the following:
 - Ballistics.
 - Ammunition types and capabilities.

- Adjustment of optical devices.
- Communications operation and procedures.
- Observation and adjustment of mortar and artillery fire.
- Land navigation skills.
- Military intelligence collecting and reporting.
- Identification of threat uniforms and equipment.

b. In sniper team operations involving prolonged independent employment, the sniper must be self-reliant, display good judgment and common sense. This requires two other important qualifications: emotional balance and field craft.

(1) Emotional balance. The sniper must be able to calmly and deliberately kill targets that may not pose an immediate threat to him. It is much easier to kill in self-defense or in the defense of others than it is to kill without apparent provocation. The sniper must not be susceptible to emotions such as anxiety or remorse. Candidates whose motivation toward sniper training rests mainly in the desire for prestige may not be capable of the cold rationality that the sniper's job requires.

(2) Field craft. The sniper must be familiar with and comfortable in a field environment. An extensive background in the outdoors and knowledge of natural occurrences in the outdoors will assist the sniper in many of his tasks. Individuals with such a background will often have great potential as a sniper.

Each member of the sniper team has specific responsibilities. Only through repeated practice can the team begin to function properly. Responsibilities of team members areas follows:

a. The sniper—

- Builds a steady, comfortable position.
- Locates and identifies the designated target.
- Estimates the range to the target.
- Dials in the proper elevation and windage to engage the target.
- Notifies the observer of readiness to fire.
- Takes aim at the designated target.
- Controls breathing at natural respiratory pause.
- Executes proper trigger control.
- Follows through.
- Makes an accurate and timely shot call.
- Prepares to fire subsequent shots, if necessary.

b. The observer—

- Properly positions himself.
- Selects an appropriate target.
- Assists in range estimation.
- Calculates the effect of existing weather conditions on ballistics.
- Reports sight adjustment data to the sniper.
- Uses the observation telescope for shot observation.
- Critiques performance.

A sniper team must be able to move and survive in a combat environment. The sniper team's mission is to deliver precision fire. This calls for a coordinated team effort.

Together, the sniper and observer—

- Determine the effects of weather on ballistics.
- Calculate the range to the target.
- Make necessary sight changes.
- Observe bullet impact.
- Critique performance before any subsequent shots.

Equipment

Page 17.

This section describes the equipment necessary for the sniper to effectively perform his mission. The sniper carries only what is essential to successfully complete his mission. He requires a durable rifle with the capability of long-range precision fire.

Pages 22-25.

Sling Adjustment The sling helps hold the weapon steady without muscular effort. The more the muscles are used the harder it is to hold the weapon steady. The sling tends to bind the parts of the body used in aiming into a rigid bone brace, requiring less effort than would be necessary if no sling were used. When properly adjusted, the sling permits part of the recoil of the rifle to be reabsorbed by the nonfiring arm and hand, removing recoil from the firing shoulder.

(1) The sling consists of two different lengths of leather straps joined together by a metal D ring (Figure 2-8). The longer strap is connected to the sling swivel on the rear stud on the forearm of the rifle. The shorter strap is attached to the sling swivel on the buttstock of the rifle. There are two leather loops on the long strap known as keepers. The keepers are used to adjust the tension on the sling. The frogs are hooks that are used to adjust the length of the sling.

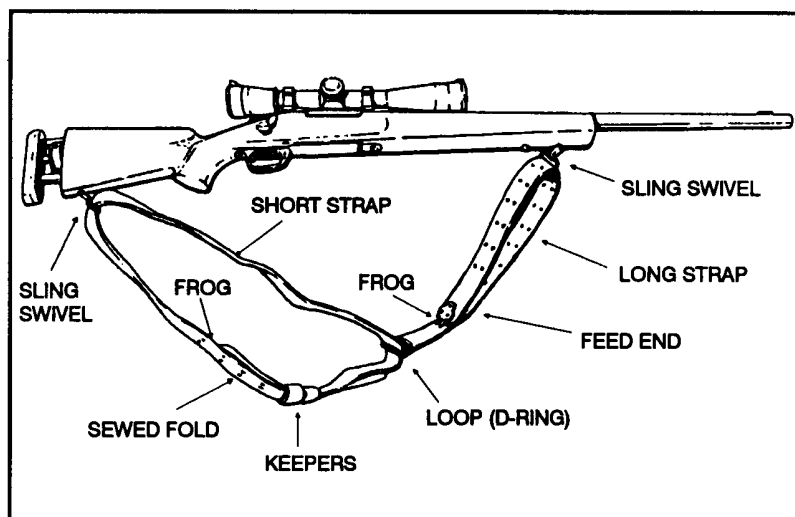


Figure 2-8. Leather Sling.

(2) To adjust the sling, the sniper disconnects the sling from the buttstock swivel. Then, he adjusts the length of the metal D ring that joins the two halves of the sling. He then makes sure it is even with the comb of the stock when attaching the sling to the front swivel.

(3) The sniper adjusts the length of the sling by placing the frog on the long strap of the sling in the 4th to the 7th set of adjustment holes on the rounded end of the long strap that goes through the sling swivel on the forearm (Figure 2-10).

(4) After adjusting the length, the sniper places the weapon on his firing hip and supports the weapon with his firing arm. The sniper turns the weapon



2-10. Adjusting the length of the sling.

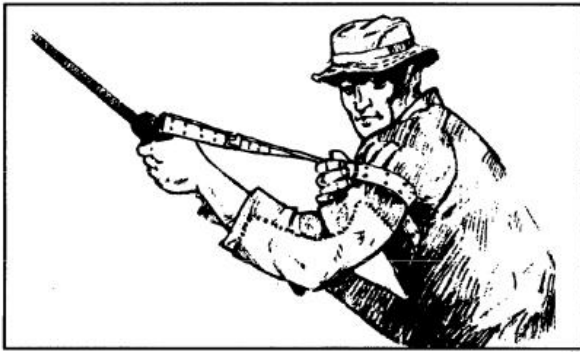


Figure 2-11. Placing the sling around the nonfiring arm

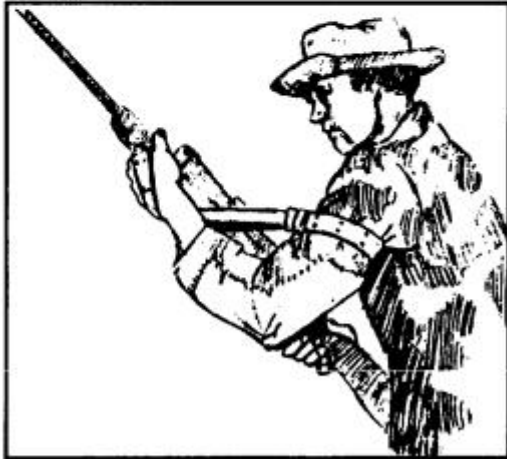


Figure 2-12. Proper placement of the sling.

with his firing arm. The sniper turns the sling away from him 90 degrees and inserts his nonfiring arm.

(5) The sniper slides the loop in the large section of the sling up the nonfiring arm until it is just below the armpit (Figure 2-11). He then slides both leather keepers down the sling until they bind the loop snugly round the nonfiring arm.

(6) The sniper moves his nonfiring hand from the outside of the sling to the inside of the sling between the rifle and the sling. The sniper then grasps the forearm of the weapon, just behind the sling swivel with his nonfiring hand. He forces it outward and away from his body with the nonfiring hand (Figure 2-12).

(7) The sniper pulls the butt of the weapon into the pocket of his shoulder with the firing hand. He then grasps the weapon at the small of the stock and begins the aiming process.

For optimal sniping, the rifle should always be cleaned and lubricated before use. One must also recognize the environment around the rifle as for it not to degrade during the operation. There are measures that can be taken against such factors.

Page 30.

Cold Climates: In temperatures below freezing, the rifle must be kept free of moisture and heavy oil, both of which will freeze, causing the working parts to freeze or operate sluggishly. The rifle should be stored in a room with the temperature equal to the outside temperature. When the rifle is taken into a warm area, condensation occurs, thus requiring a thorough cleaning and drying before taking it into the cold. Otherwise, the condensation causes icing on exposed metal parts and optics. The firing pin should be disassembled and cleaned thoroughly with a decreasing agent. It should then be lubricated with CLP. Rifle grease hardens and causes the firing pin to fall sluggishly.

Salt Water Exposure: Saltwater and saltwater atmosphere have extreme and rapid corrosive effects on the metal parts of the rifle. During periods of exposure, the rifle must be checked and cleaned as often as possible, even if it means only lubricating the rifle. The rifle should always be well lubricated, including the bore, except when actually firing. Before firing, always run a dry patch through the bore, if possible.

Jungle Operations (High Humidity). In hot and humid temperatures, keep the rifle lubricated and cased when not in use. Protect the rifle from rain and moisture whenever possible. Keep ammunition clean and dry. Clean the rifle, the bore, and the chamber daily. Keep the caps on the telescope when not in use. If moisture or fungus develops on the inside of the telescope, replace it. Clean and dry the stock daily. Dry the carrying case and rifle in the sun whenever possible.

Desert Operations. Keep the rifle dry and free of CLP and grease except on the rear of the bolt lugs. Keep the rifle free of sand by using the carrying sleeve or carrying case when not in use. Protect the rifle by using a wrap. Slide the wrap between the stock and barrel, then cross over on top of the scope. Next, cross under the rifle (over the magazine) and secure it. The rifle can still be placed into immediate operation but all critical parts are covered. The sealed hard case is preferred in the desert if the situation permits. Keep the telescope protected from the direct rays of the sun. Keep ammunition clean and protected from the direct rays of the sun. Use a toothbrush to remove sand from the bolt and receiver. Clean the bore and chamber daily. Protect the muzzle and receiver from blowing sand by covering with a clean cloth. To protect the free-floating barrel of the rifle, take an 8- or 9-inch strip of cloth and tie a knot in each end. Before going on a mission, slide the cloth between the barrel and stock all the way to the receiver and leave it there. When in position, slide the cloth out, taking all restrictive debris and sand with it.

Pages 38-45.

The sniper has two sighting devices: the scope and iron sights. The scope allows the sniper to see the cross hairs and the image of the target with identical sharpness. It can be easily removed and replaced with less than 1/2 minute of angle change in zero. However, the scope should be left on the rifle. Iron sights are used only as a backup sighting system and can be quickly installed. The scope that will be used for this document is the M3A scope, so some factors might have to be adjusted for snipers who use other scopes.

The M3A scope is an optical instrument that the sniper uses to improve his ability to see his target clearly in most situations. Usually, the M3A scope presents the target at an increased size (as governed by scope magnification), relative to the same target at the same distance without a scope. The M3A scope helps the sniper to identify recognize the target. His increased sighting ability also helps him to successfully engage the target.

NOTE: The adjustment dials are under the adjustment dust cover.

a. M3A Scope Adjustments. The sniper must use the following adjustment procedures on the M3A scope:

(1) Focus adjustment dial. The focus adjustment dial (Figure 2-18) is on the left side of the scope barrel. This dial has limiting stops with the two extreme positions shown by the infinity mark and the largest dot. The focus adjustment dial keeps the target in focus. If the target is close, the dial is set at a position near the largest dot.

NOTE: Each minute of angle is an angular unit of measure.

(2) Elevation adjustment dial. The elevation adjustment dial (Figure 2-18) is on top of the scope barrel. This dial has calibrated index markings from 1 to 10. These markings represent the elevation setting adjustments needed at varying distances: 1 = 100 meters, 3 = 300 meters, 7 = 700 meters, and so on. Each click of the elevation dial equals 1 minute of angle.

(3) Windage adjustment dial. The windage adjustment dial (Figure 2-18) is on the right side of the scope barrel. This dial is used to make lateral adjustments to the scope. Turning the dial in the indicated direction moves the point of impact in that direction. Each click on the windage dial equals .5 minute of angle.

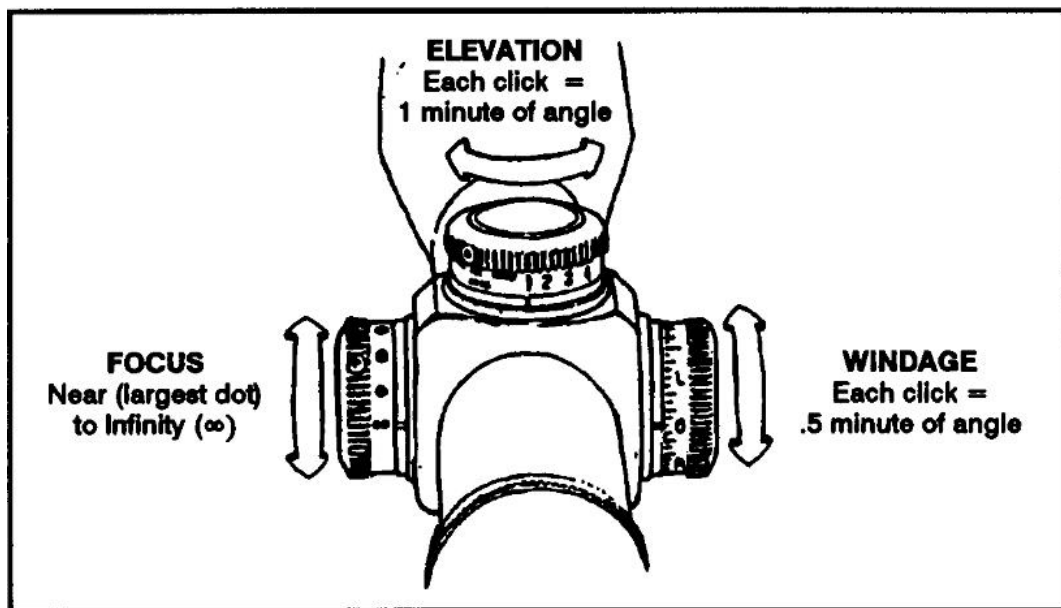


Figure 2-18. Focus, elevation, and windage adjustment dials.

(4) Eyepiece adjustment. The eyepiece (Figure 2-19) is adjusted by turning it in or out of the barrel until the reticle appears crisp and clear. Focusing the eyepiece should be done after mounting the scope. The sniper grasps the eyepiece and backs it away from the lock ring. He does not attempt to loosen the lock ring first; it loosens automatically when he backs away from the eyepiece (no tools needed). The eyepiece is turned several turns to move it at least 1/8 inch. It takes this much change to achieve any measurable effect on the focus. The sniper looks through the scope at the sky or a blank wall and checks to see if the reticle appears sharp and crisp. He locks the lock ring after achieving reticle clarity.

WARNINGS

1. SECURELY FASTEN THE MOUNTING BASE TO THE RIFLE. LOOSE MOUNTING MAY CAUSE THE M3A SCOPE AND BASE MOUNT ASSEMBLY TO COME OFF THE RIFLE WHEN FIRING, POSSIBLY INJURING THE FIRER.
2. DURING RECOIL PREVENT THE M3A SCOPE FROM STRIKING THE FACE BY MAINTAINING AN AVERAGE DISTANCE OF 2 TO 3 INCHES BETWEEN THE EYE AND THE SCOPE.

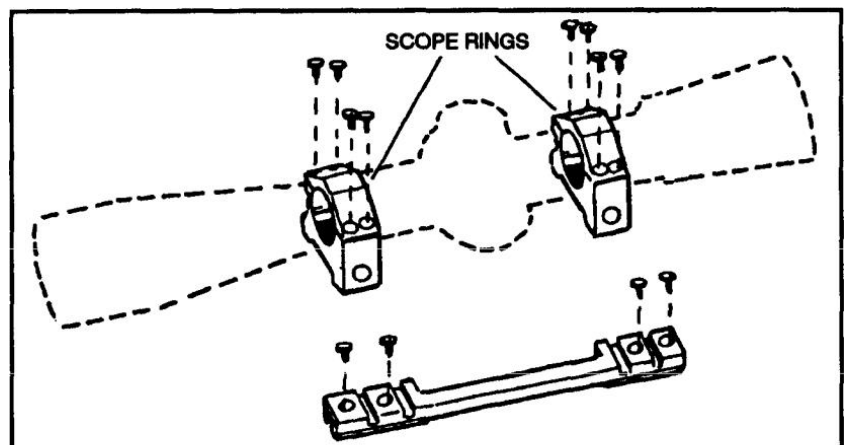


Figure 2-20. Scope mount.

M3A Scope Mount. The M3A scope mount has a baseplate with four screws; a pair of scope rings with eight ring screws, each with an upper and lower ring half with eight ring screws and two ring mounting bolts with nuts (Figure 2-20). The baseplate is mounted to the rifle by screwing the four baseplate screws through the plate and into the top of the receiver. The screws must not protrude into the receiver and

interrupt the functioning of the bolt. After the baseplate is mounted, the scope rings are mounted.

- (1) Before mounting the M3A scope, lubricate the threads of each mounting ring nut.
- (2) Ensure smooth movement of each mounting ring nut and mount claw.
- (3) Inspect for burrs and foreign matter between each mounting ring nut and mount claw. Remove burrs or foreign matter before mounting.
- (4) Mount the sight and rings to the base.

NOTE: Once a set of slots is chosen, the same set should always be used in order for the SWS to retain zero.

- (5) Ensure the mounting surface is free of dirt, oil, or grease.
- (6) Set each ring bolt spline into the selected slot.
- (7) Slide the rear mount claw against the base and finger-tighten the mounting ring nut.
- (8) If the scope needs to be adjusted loosen the mounting ring nuts and align the ring bolts with the other set of slots on the base Repeat this process.
- (9) Slide the front mount claw against the base, and finger-tighten the mounting ring nut.
- (10) Use the T-handle torque wrench, which is preset to 65inch-pounds, to tighten the rear mounting ring nut.

c. Care and Maintenance of the M3A Scope. Dirt, rough handling, or abuse of optical equipment will result in inaccuracy and malfunction. When not in use, the rifle and scope should be cased, and the lens should be capped.

(1) Lens. The lens are coated with a special magnesium fluoride reflection-reducing material. This coat is thin and great care is required to prevent damage to it.

(a) To remove dust, lint, or other foreign matter from the lens, lightly brush the lens with a clean camel's-hair brush.

(b) To remove oil or grease from the optical surfaces, apply a drop of lens cleaning fluid or robbing alcohol on a lens tissue. Carefully wipe off the surface of the lens in circular motions (from the center to the outside edge). Dry off the lens with a clean lens tissue. In the field, if the proper supplies are not available, breathe heavily on the glass and wipe with a soft, clean cloth.

(2) Scope. The scope is a delicate instrument and must be handled with care. The following precautions will prevent damage

(a) Check and tighten all mounting screws periodically and always before an operation. Be careful not to change the coarse windage adjustment.

(b) Keep the lens free from oil and grease and never touch them with the fingers. Body grease and perspiration can injure them. Keep the cap on the lens.

(c) Do not force the elevation and windage screws or knobs.

(d) Do not allow the scope to remain in direct sunlight, and avoid letting the sun's rays shine through the lens. The lens magnify and concentrate sunlight into a pinpoint of intense heat, which is focused on the mil-scale reticle. This may melt the mil dots and damage the scope internally. Keep the lens covered and the entire scope covered when not in use.

(e) Avoid dropping the scope or striking it with another object. This could permanently damage the telescope as well as change the zero.

(f) To avoid damage to the scope or any other piece of sniper equipment, snipers or armorers should be the only personnel handling the equipment. Anyone who does not know how to use this equipment could cause damage.

(3) Climate conditions. Climate conditions play an important part in taking care of optical equipment.

(a) Cold climates. In extreme cold, care must be taken to avoid condensation and congealing of oil on the glass of the optical equipment. If the temperature is not excessive, condensation can be removed by placing the instrument in a warm place. Concentrated heat must not be applied because it causes expansion and damage can occur. Moisture may also be blotted from the optics with lens tissue or a soft, dry cloth. In cold temperatures, oil thickens and causes sluggish operation or failure. Focusing parts are sensitive to freezing oils. Breathing forms frost, so the optical surfaces must be cleaned with lens tissue, preferably dampened lightly with alcohol. DO NOT apply alcohol on the glass of the optics.

(b) Jungle operations (high humidity). In hot and humid temperatures, keep the caps on the scope when not in use. If moisture or fungus develops on the inside of the telescope, replace it.

(c) Desert operations. Keep the scope protected from the direct rays. of the sun.

(d) Hot climate and salt water exposure. The scope is vulnerable to hot, humid climates and salt water atmosphere. It MUST NOT be exposed to direct sunlight. In humid and salt air conditions, the scope must be inspected, cleaned, and lightly oiled to avoid rust and corrosion. Perspiration can also cause the equipment to rust; therefore, the instruments must be thoroughly dried and lightly oiled.

M3A Scope Operation. When using the M3A scope, the sniper looks at the target and determines the distance to it by using the mil dots on the reticle. The mil-dot reticle (Figure 2-21) is a duplex-style reticle that has thick outer sections and thin inner sections. Superimposed on the thin center section of the reticle is a series of dots. There are 4 dots on each side of the center and 4 dots above and below the center. These 4 dots are spaced 1 mil apart, and 1 mil from both the center and the start of the thick section of the reticle. This spacing allows the sniper to make close estimates

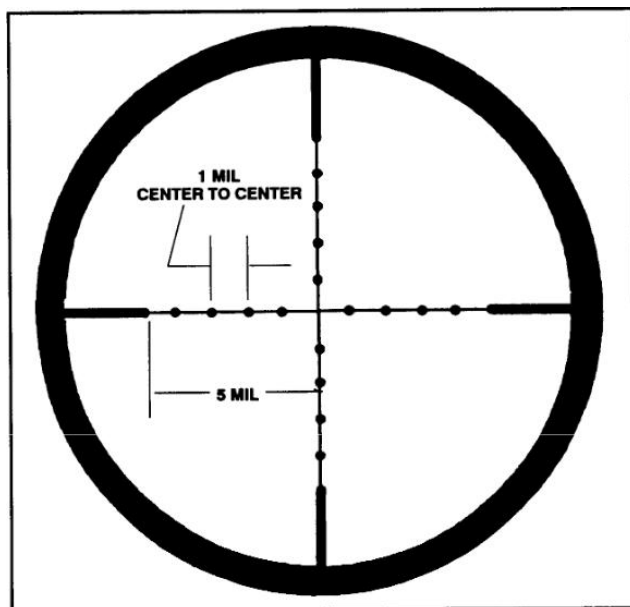


Figure 2-21. Mil-dot reticle.

of target range, assuming there is an object of known size (estimate) in the field of view. For example, a human target appears to be 6 feet tall, which equals 1.83 meters tall, and at 500 meters, 3.65 dots high (nominally, about 3.5 dots high). Another example is a 1-meter target at a 1,000-meter range. This target is the height between 2 dots, or the width between 2 dots. If the sniper is given a good estimate of the object's size, then he may accurately determine target range using the mil-dot system.

Zeroing. Zeroing the M3A scope should be done on a known-distance range (preferably 900 meters long) with bull's-eye-type targets (200-yard targets). When zeroing the scope, the sniper—

- (1) Assumes a good prone-supported position 100 meters from the target.
- (2) Ensures the "I" on the elevation dial is lined up with the elevation index line, and the "0" on the windage dial is lined up with the windage index line.
- (3) Fires three rounds at the center of the target, keeping the same aiming point each time and triangulate.
- (4) After the strike of the rounds has been noted, turns the elevation and windage dials to make the needed adjustments to the scope. Each click on the elevation dial equals one minute of angle. One minute of angle at 100 meters equals 1.145 inches or about

1 inch. Each click on the windage dial equals .5 minute of angle. .5 minute of angle at 100 meters equals about .5 inch.

(5) Repeats steps 3 and 4 until a three-round shot group is centered on the target.

(6) Once the shot group is centered, loosens the hex head screws on the elevation and windage dials. He turns the elevation dial to the index line marked "I" (if needed). He turns the windage dial to the index line marked "0" (if needed) and tightens the hex head screws.

(7) After zeroing at 100 meters and calibrating the dial, confirms this zero by firing and recording sight settings (see Chapter 3) at 100-meter increments through 900 meters.

Field-Expedient Confirmation/Zeroing. The sniper may need to confirm zero in a field environment. Examples are shortly after receiving a mission, a weapon was dropped, or excessive climatic changes as may be experienced by deploying to another part of the world. Two techniques of achieving a crude zero are the 25-yard/900-inch method and the observation of impact method.

(1) 25-yard/900-inch method. Dial the scope to 300 meters for elevation and to "0" for windage. Aim and fire at a target that is at a 25-yard distance. Adjust the scope until rounds are impacting 5/8 of an inch above the point of aim. To confirm, set the elevation to 500 meters. The rounds should impact 2 1/4 inches above the point of aim.

(2) Observation of impact method. When a known distance range is unavailable, locate a target so that the observer can see the impact of rounds clearly. Determine the exact range to the target, dial in the appropriate range, and fire. Watch the impact of the rounds; the observer gives the sight adjustments until a point of aim or point of impact is achieved.

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A observation telescope should also be used. The M49 observation telescope is a prismatic optical instrument of 20-power magnification. The telescope is focused by turning the eyepiece in or out until the image of the object being viewed is crisp and clear to the viewer. The sniper team carries the telescope on all missions. The observer uses the telescope to determine wind speed and direction by reading mirage, observing the bullet trace, and observing the bullet impact. The sniper uses this information to make quick and accurate adjustments for wind conditions. The lens are coated with a hard film of magnesium fluoride for maximum light transmission. Its high magnification makes observation, target detection, and target identification possible where conditions and range would otherwise preclude this ability. Camouflaged targets and those in deep shadows can be more readily distinguished. The team can observe troop movements at greater distances and identify selective targets with ease.

Binoculars are a must. The M19 is the preferred optical instrument for conducting hasty scans. This binocular has 7-power magnification with a 50-mm objective lens, and an interpupillary scale located on the hinge. The sniper should adjust the binocular until one sharp circle appears while looking through them. After adjusting the binoculars' interpupillary distance (distance between a person's pupils), the sniper should make a mental note of the reading on this scale for future reference. The eyepieces are also adjustable. The sniper can adjust one eyepiece at a time by turning the eyepiece with one hand while placing the palm of the other hand over the objective lens of the other monocular. While keeping both eyes open, he adjusts the eyepiece until he can see a crisp, clear view. After one eyepiece is adjusted, he repeats the procedure with the remaining eyepiece. The sniper should also make a mental note of the diopter scale reading on both eyepieces for future reference. One

side of the binoculars has a laminated reticle pattern (Figure 2-32) that consists of a vertical and horizontal mil scale that is graduated in 10-mil increments. Using this reticle pattern aids the sniper in determining range and adjusting indirect-fires. The sniper uses the binoculars for—

- Calling for and adjusting indirect fires.
- Observing target areas.
- Observing enemy movement and positions.
- Identifying aircraft.
- Improving low-light level viewing.
- Estimating range.

Other equipment the sniper needs to complete a successful mission follows:

- a. Sidearms. Each member of the team should have a sidearm, such as a handgun. A sidearm gives a sniper the needed protection from a nearby threat while on the ground moving or while in the confines of a sniper position.
- b. Compass. Each member of the sniper team must have a lensatic compass for land navigation.
- c. Maps. The team must have military maps of their area of operations.
- d. Calculator. The sniper team needs a pocket-size calculator to figure distances when using the mil-relation formula. Solar-powered calculators usually work well, but under low-light conditions, battery power may be preferred. If a battery-powered calculator is to be used in low-light conditions, it should have a lighted display.
- e. Rucksack. The sniper's rucksack should contain at least a two-quart canteen, an entrenching tool, a first-aid kit, pruning shears, a sewing kit with canvas needles and nylon thread, spare netting and garnish, rations, and personal items as needed. The sniper also carries his ghillie suit in his rucksack until the mission requires its use.
- f. Measuring Tape. A standard 10-foot to 25-foot metal carpenter's tape allows the sniper to measure items in his operational area. This information is recorded in the sniper data book.

Marksmanship

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Sniper marksmanship is an extension of basic rifle marksmanship and focuses on the techniques needed to engage targets at extended ranges. To successfully engage targets at increased distances, the sniper team must be proficient in marksmanship fundamentals and advanced marksmanship skills. Examples of these skills are determining the effects of weather conditions on ballistics, holding off for elevation and windage, engaging moving targets, using and adjusting scopes, and zeroing procedures. Marksmanship skills should be practiced often.

The sniper team must be thoroughly trained in the fundamentals of marksmanship. These include assuming a position, aiming, breath control, and trigger control. These fundamentals develop fixed and correct firing habits for instinctive application. Every sniper should periodically refamiliarize himself with these fundamentals regardless of his experience.

The sniper should assume a good firing position in order to engage targets with any consistency. A good position enables the sniper to relax and concentrate when preparing to fire.

- a. Position Elements. Establishing a mental checklist of steady position elements enhances the sniper's ability to achieve a first-round hit.

- (1) Nonfiring hand. Use the nonfiring hand to support the butt of the weapon. Place the hand next to the cheek and rest the tip of the butt on it. Bail the hand into a fist to raise the weapon's butt or loosen the fist
- (2) Butt of the stock. Place the butt of the stock firmly in the pocket of the shoulder. Insert a pad on the ghillie suit (see Chapter 4) where contact with the butt is made to reduce the effects of pulse beat and breathing, which can be transmitted to the weapon.
- (3) Firing hand. With the firing hand, grip the small of the stock. Using the middle through little fingers, exert a slight rearward pull to keep the butt of the weapon firmly in the pocket of the shoulder. Place the thumb over the top of the small of the stock. Place the index finger on the trigger, ensuring it does not touch the stock of the weapon. This avoids disturbing the lay of the rifle when the trigger is squeezed.
- (4) Elbows. Find a comfortable position that provides the greatest support.
- (5) Stock weld. Place the cheek in the same place on the stock with each shot. A change in stock weld tends to cause poor sight alignment, reducing accuracy.
- (6) Bone support. Bone support is the foundation of the firing position; they provide steady support of the weapon.
- (7) Muscle relaxation. When using bone support, the sniper can relax muscles, reducing any movement that could be caused by tense or trembling muscles. Aside from tension in the trigger finger and firing hand, any use of the muscle generates movement of the sniper's cross hairs.
- (8) Natural point of aim. The point at which the rifle naturally rest in relation to the aiming point is called natural point of aim.

(a) Once the sniper is in position and aimed in on his target, the method for checking for natural point of aim is for the sniper to close his eyes, take a couple of breaths, and relax as much as possible. Upon opening his eyes, the scope's cross hairs should be positioned at the sniper's preferred aiming point. Since the rifle becomes an extension of the sniper's body, it is necessary to adjust the position of the body until the rifle points naturally at the preferred aiming point on the target.

(b) Once the natural point of aim has been determined, the sniper must maintain his position to the target. To maintain his natural point of aim in all shooting positions, the natural point of aim can be readjusted and checked periodically.

(c) The sniper can change the elevation of the natural point of aim by leaving his elbows in place and by sliding his body forward or rearward. This raises or lowers the muzzle of the weapon, respectively. To maintain the natural point of aim after the weapon has been fired, proper bolt operation becomes critical. The sniper must practice reloading while in the prone position without removing the butt of the weapon from the firing shoulder. This may be difficult for the left-hand firer. The two techniques for accomplishing this task are as follows:

- After firing, move the bolt slowly to the rear while canting the weapon to the right. Execution of this task causes the spent cartridge to fall next to the weapon.
- After firing, move the bolt to the rear with the thumb of the firing hand. Using the index and middle fingers, reach into the receiver and catch the spent cartridge as it is being ejected. This technique does not require canting the weapon.

NOTE: The sniper conducts bolt operation under a veil or equivalent camouflage to improve concealment.

b. Steady Firing Position. On the battlefield, the sniper must assume a steady firing position with maximum use of cover and concealment. Considering the variables of terrain, vegetation, and tactical situations, the sniper can use many variations of the

basic positions. When assuming a firing position, he must adhere to the following basic rules:

- (1) Use any support available.
- (2) Avoid touching the support with the barrel of the weapon since it interferes with barrel harmonics and reduces accuracy.
- (3) Use a cushion between the weapon and the support to prevent slippage of the weapon.
- (4) Use the prone supported position whenever possible.

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Sometimes, the prone, sitting, or kneeling positions will not be possible to be executed, and the sniper will have to stand. Standing supported position. The standing supported position is the least steady of the supported positions and should be used only as a last resort (Figure 3-6, page 3-8).

(a) To assume the standing supported position with horizontal support, such as a wall or ledge, the sniper proceeds as follows:

- Locate a solid object for support. Avoid branches as they tend to sway when wind is present.
- Form a V with the thumb and forefinger of the nonfiring hand.
- Place the nonfiring hand against the support with the fore-end of the weapon resting in the V of the hand. This steadies the weapon and allows quick recovery from recoil.
- Then place the butt of the weapon in the pocket of the shoulder.

(b) To use vertical support (Figure 3-7), such as a tree, telephone pole, corner of building, or vehicle, the sniper proceeds as follows:

- Locate stable support. Face the target, then turn 45 degrees to the right of the target, and place the palm of the nonfiring hand at arm's length against the support. Lock the left arm straight, let the left leg buckle, and place body weight against the nonfiring hand. Keep the trail leg straight.
- Place the fore-end of the weapon in the V formed by extending the thumb of the nonfiring hand. Exert more pressure to the rear with the firing hand.

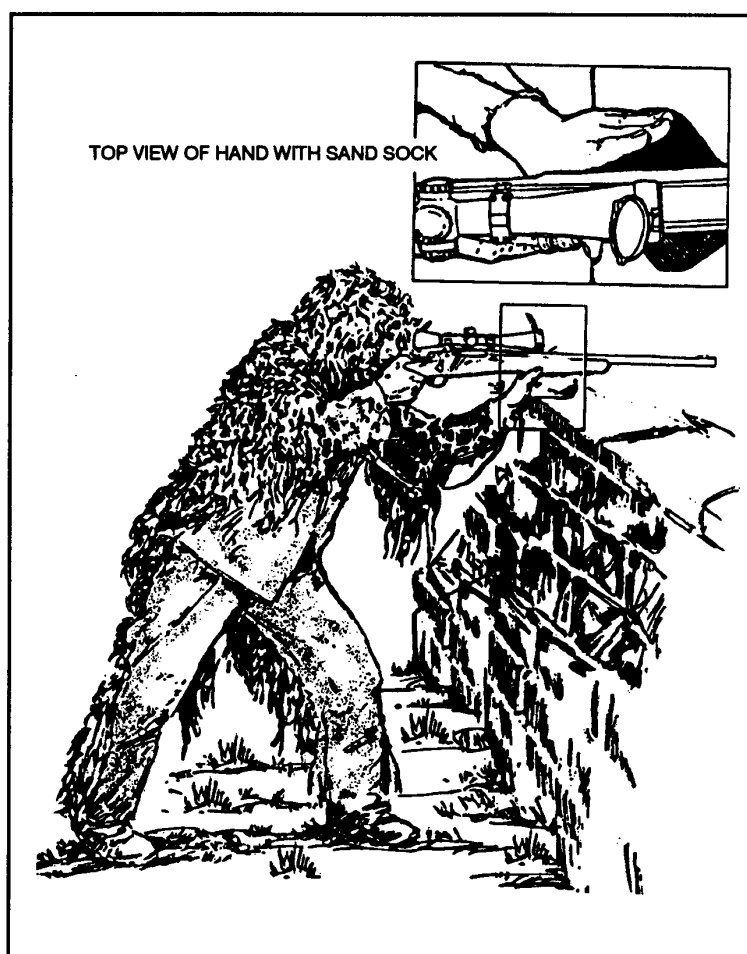


Figure 3-6. Standing supported position (horizontal support).



**Figure 3-7. Standing supported position
(vertical support).**

(6) Hawkins position. The Hawkins position (Figure 3-8) is a variation of the prone unsupported position. The sniper uses it when firing from a low bank or a depression in the ground, over a roof, or so forth. It cannot be used on level ground since the muzzle cannot be raised high enough to aim at the target. It is a low-profile position with excellent stability and aids concealment. To assume this position, the sniper uses the weapon's sling and proceeds as follows:

CAUTION: LOCK THE NONFIRING ARM STRAIGHT OR THE FACE WILL ABSORB THE WEAPON'S RECOIL.

- (a) After assuming a prone position, grasp the upper sling swivel and sling with the nonfiring hand, forming a fist to support the front of the weapon.
- (b) Ensure the nonfiring arm is locked straight since it will absorb the weapon's recoil. Wearing a glove is advisable.
- (c) Rest the butt of the weapon on the ground and place it under the firing shoulder. The sniper can make minor adjustments in muzzle elevation by tightening or relaxing the fist of the nonfiring hand. If more elevation is required, he can place a support under the nonfiring fist.

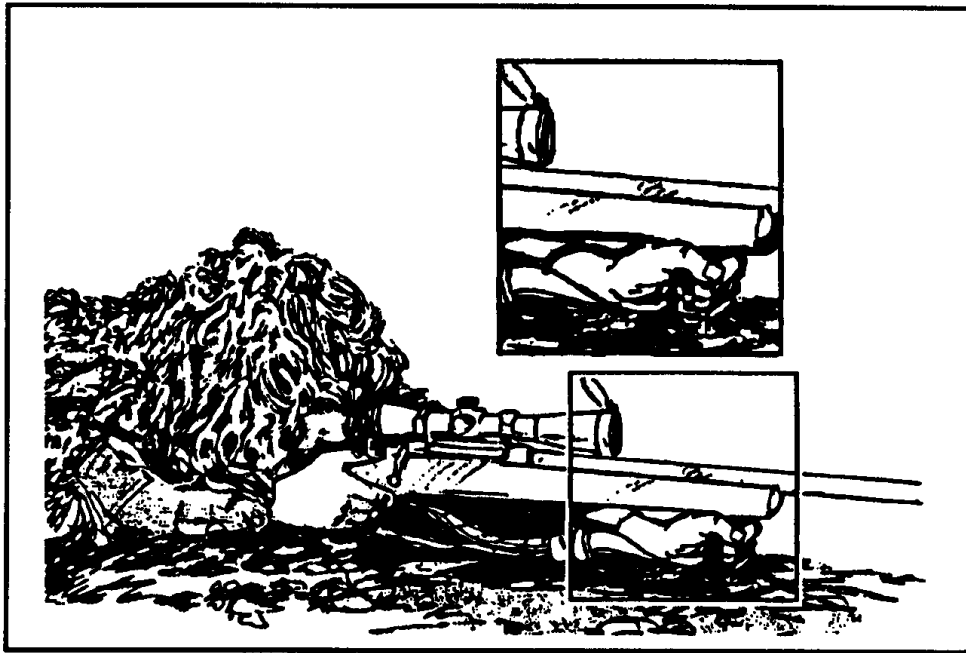


Figure 3-8. Hawkins position.

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The sniper begins the aiming process by aligning the rifle with the target when assuming a firing position. He should point the rifle naturally at the desired point of aim. If his muscles are used to adjust the weapon onto the point of aim, they automatically relax as the rifle fires, and the rifle begins to move toward its natural point of aim. Because this movement begins just before the weapon discharge, the rifle is moving as the bullet leaves the muzzle. This causes inaccurate shots with no apparent cause (recoil disguises the movement). By adjusting the weapon and body as a single unit, rechecking, and readjusting as needed, the sniper achieves a true natural point of aim. Once the position is established, the sniper then aims the weapon at the exact point on the target. Aiming involves: eye relief, sight alignment, and sight picture.

a. Eye Relief. This is the distance from the sniper's firing eye to the rear sight or the rear of the scope tube. When using iron sights, the sniper ensures the distance remains consistent from shot to shot to preclude changing what he views through the rear sight. However, relief will vary from firing position to firing position and from sniper to sniper, according to the sniper's neck length, his angle of head approach to the stock, the depth of his shoulder pocket, and his firing position. This distance is more rigidly controlled with telescopic sights than with iron sights. The sniper must take care to prevent eye injury caused by the scope tube striking his brow during recoil. Regardless of the sighting system he uses, he must place his head as upright as possible with his firing eye located directly behind the rear portion of the sighting system. This head placement also allows the muscles surrounding his eye to relax. Incorrect head placement causes the sniper to look out of the top or corner of his eye, resulting in muscular strain. Such strain leads to blurred vision and can also cause eye strain. The sniper can avoid eye strain by not staring through the telescopic or iron sights for extended periods. The best aid to consistent eye relief is maintaining the same stock weld from shot to shot.

b. Sight Alignment. With telescopic sights, sight alignment is the relationship between the cross hairs (reticle) and a full field of view as seen by the sniper. The sniper must place his head so that a full field of view fills the tube, with no dark shadows or crescents to cause inaccurate shots. He centers the reticle in a full field of view, ensuring the vertical cross hair is straight up and down so the rifle is not canted. Again, the center is easiest for the sniper to locate and allows for consistent reticle placement. With iron sights, sight alignment is the relationship between the front and rear sights as seen by the sniper (Figure 3-17). The sniper centers the top edge of the front sight blade horizontally and vertically within the rear aperture. (The center of aperture is easiest for the eye to locate and allows the sniper to be consistent in blade location.)

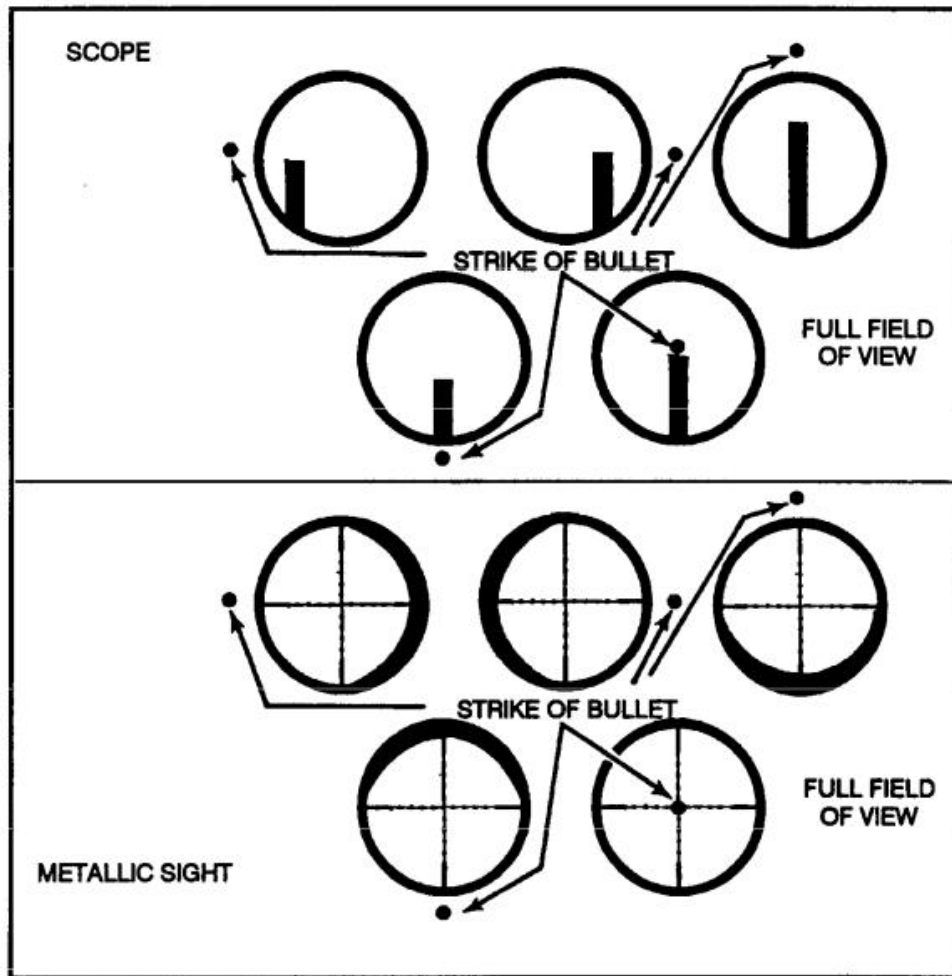


Figure 3-17. Sight alignment.

c. Sight Picture. With telescopic sights, the sight picture is the relationship between the reticle and full field of view and the target as seen by the sniper. The sniper centers the reticle in a full field of view. He then places the reticle center of the largest visible mass of the target (as in iron sights). The center of mass of the target is easiest for the sniper to locate, and it surrounds the intended point of impact with a maximum amount of target area. With iron sights, sight picture is the relationship between the rear aperture, the front sight blade, and the target as seen by the sniper (Figure 3-18). The sniper centers the top edge of the blade in the rear aperture. He then places the top edge of the blade in the center of the largest visible mass of the target (disregard the head and use the center of the torso).

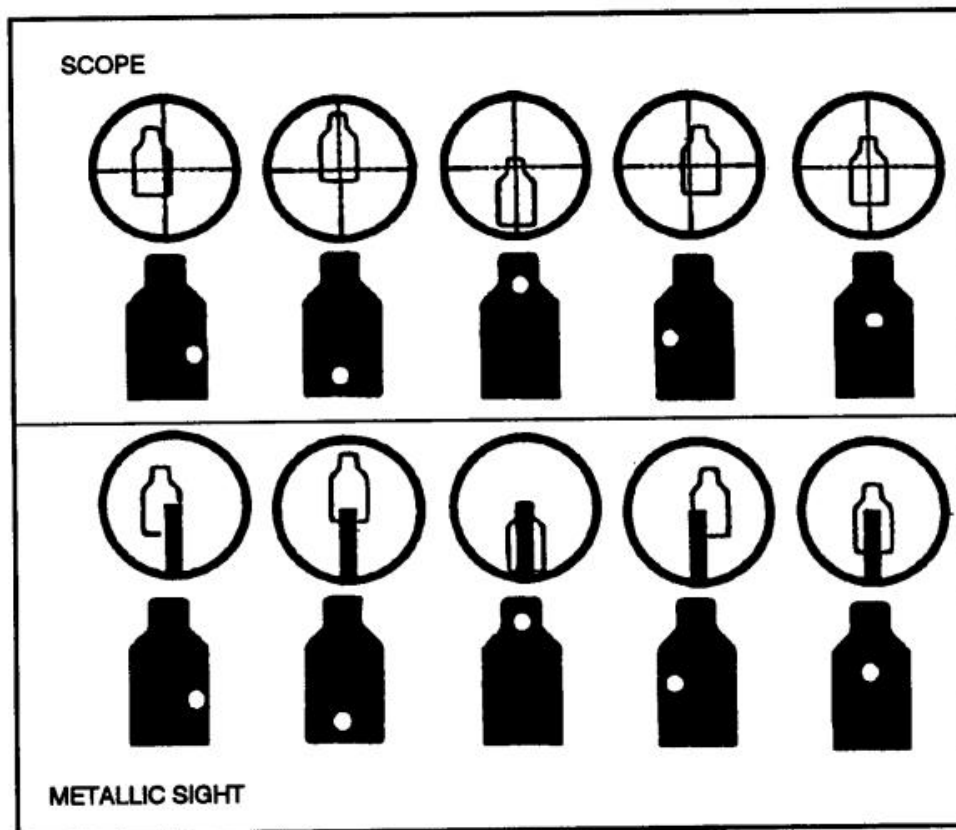


Figure 3-18. Sight picture.

d. Sight Alignment Error. When sight alignment and picture are perfect (regardless of sighting system) and all else is done correctly, the shot will hit center of mass on the target. However, with an error insight alignment, the bullet is displaced in the direction of the error. Such an error creates an angular displacement between the line of sight and the line of bore. This displacement increases as range increases; the amount of bullet displacement depends on the size of alignment error. Close targets show little or no visible error. Distant targets can show great displacement or can be missed altogether due to severe sight misalignment. An inexperienced sniper is prone to this kind of error, since he is unsure of what correctly aligned sights look like (especially telescopic sights); a sniper varies his head position (and eye relief) from shot to shot, and he is apt to make mistakes while firing.

e. Sight Picture Error. An error in sight picture is an error in the placement of the aiming point. This causes no displacement between the line of sight and the line of bore. The weapon is simply pointed at the wrong spot on the target. Because no displacement exists as range increases, close and far targets are hit or missed depending on where the front sight or the reticle is when the rifle fires. All snipers face this kind of error every time they shoot. This is because, regardless of firing position stability, the weapon will always be moving. A supported rifle moves much less than an unsupported one, but both still move in what is known as a wobble area. The sniper must adjust his firing position so that his wobble area is as small as possible and centered on the target. With proper adjustments, the sniper should be able to fire the shot while the front sight blade or reticle is on the target at, or very near, the desired aiming point. How far the blade or reticle is from this point when the weapon fires is the amount of sight picture error all snipers face.

f. **Dominant Eye.** To determine which eye is dominant, the sniper extends one arm to the front and points the index finger skyward to select an aiming point. With both eyes open, he aligns the index finger with the aiming point, then closes one eye at a time while looking at the aiming point. One eye will make the finger appear to move off the aiming point; the other eye will stay on the aiming point. The dominant eye is the eye that does not move the finger from the aiming point. Some individuals may have difficulty aiming because of interference from their dominant eye, if this is not the eye used in the aiming process. This may require the sniper to fire from the other side of the weapon (right-handed firer will fire left-handed). Such individuals must close the dominant eye while shooting.

Breath control is important with respect to the aiming process. If the sniper breathes while trying to aim, the rise and fall of his chest causes the rifle to move. He must, therefore, accomplish sight alignment during breathing. To do this, he first inhales then exhales normally and stops at the moment of natural respiratory pause.

a. A respiratory cycle lasts 4 to 5 seconds. Inhalation and exhalation require only about 2 seconds. Thus, between each respiratory cycle there is a pause of 2 to 3 seconds. This pause can be extended to 10 seconds without any special effort or unpleasant sensations. The sniper should shoot during this pause when his breathing muscles relax. This avoids strain on his diaphragm.

b. A sniper should assume his firing position and breathe naturally until his hold begins to settle. Many snipers then take a slightly deeper breath, exhale, and pause, expecting to fire the shot during the pause. If the hold does not settle enough to allow the shot to be fired, the sniper resumes normal breathing and repeats the process.

c. The respiratory pause should never feel unnatural. If it is too long, the body suffers from oxygen deficiency and sends out signals to resume breathing. These signals produce involuntary movements in the diaphragm and interfere with the sniper's ability to concentrate. About 8 to 10 seconds is the maximum safe period for the respiratory pause. During multiple, rapid engagements, the breathing cycle should be forced through a rapid, shallow cycle between shots instead of trying to hold the breath or breathing. Firing should be accomplished at the forced respiratory pause.

Trigger control is the most important of the sniper marksmanship fundamentals. It is defined as causing the rifle to fire when the sight picture is at its best, without causing the rifle to move. Trigger squeeze is uniformly increasing pressure straight to the rear until the rifle fires.

a. Proper trigger control occurs when the sniper places his firing finger as low on the trigger as possible and still clears the trigger guard, thereby achieving maximum mechanical advantage and movement of the finger to the entire rifle.

b. The sniper maintains trigger control beat by assuming a stable position, adjusting on the target, and beginning a breathing cycle. As the sniper exhales the final breath toward a natural respiratory pause, he secures his finger on the trigger. As the front blade or reticle settles at the desired point of aim, and the natural respiratory pause is entered, the sniper applies initial pressure. He increases the tension on the trigger during the respiratory pause as long as the front blade or reticle remains in the area of the target that ensures a well-placed shot. If the front blade or reticle moves away from the desired point of aim on the target, and the pause is free of strain or tension, the sniper stops increasing the tension on the trigger, waits for the front blade or reticle to return to the desired point, and then continues to squeeze the trigger. If movement is too large for recovery or if the pause has become uncomfortable (extended too long), the sniper should carefully release the pressure on the trigger and begin the respiratory cycle again.

c. As the stability of a firing position decreases, the wobble area increases. The larger the wobble area, the harder it is to fire the shot without reacting to it. This reaction occurs when the sniper—

- (1) Anticipates recoil. The firing shoulder begins to move forward just before the round fires.
- (2) Jerks the trigger. The trigger finger moves the trigger in a quick, choppy, spasmodic attempt to fire the shot before the front blade or reticle can move away from the desired point of aim.
- (3) Flinches. The sniper's entire upper body (or parts thereof) overreacts to anticipated noise or recoil. This is usually due to unfamiliarity with the weapon.
- (4) Avoids recoil. The sniper tries to avoid recoil or noise by moving away from the weapon or by closing the firing eye just before the round fires. This, again, is caused by a lack of knowledge of the weapon's actions upon firing.

Applying the fundamentals increases the odds of a well-aimed shot being fired. When mastered, additional skills can make that first-round kill even more of a certainty. One of these skills is the follow-through.

a. Follow-through is the act of continuing to apply all the sniper marksmanship fundamentals as the weapon fires as well as immediately after it fires. It consists of—

- (1) Keeping the head in firm contact with the stock (stock weld).
- (2) Keeping the finger on the trigger all the way to the rear.
- (3) Continuing to look through the rear aperture or scope tube.
- (4) Keeping muscles relaxed.
- (5) Avoiding reaction to recoil and or noise.
- (6) Releasing the trigger only after the recoil has stopped.

b. A good follow-through ensures the weapon is allowed to fire and recoil naturally. The sniper/rifle combination reacts as a single unit to such actions.

Calling the shot is being able to tell where the round should impact on the target. Because live targets invariably move when hit, the sniper will find it almost impossible to use his scope to locate the target after the round is fired. Using iron sights, the sniper will find that searching for a downrange hit is beyond his abilities. He must be able to accurately call his shots. Proper follow-through will aid in calling the shot. The dominant factor in shot calling is knowing where the reticle or blade is located when the weapon discharges. This location is called the final focus point.

a. With iron sights, the final focus point should be on the top edge of the front sight blade. The blade is the only part of the sight picture that is moving (in the wobble area). Focusing on it aids in calling the shot and detecting any errors in sight alignment or sight picture. Of course, lining up the sights and the target initially requires the sniper to shift his focus from the target to the blade and back until he is satisfied that he is properly aligned with the target. This shifting exposes two more facts about eye focus. The eye can instantly shift focus from near objects (the blade) to far objects (the target).

b. The final focus is easily placed with telescopic sights because of the sight's optical qualities. Properly focused, a scope should present both the field of view and the reticle in sharp detail. Final focus should then be on the target. While focusing on the target, the sniper moves his head slightly from side to side. The reticle may seem to move across the target face, even though the rifle and scope are motionless. This movement is parallax. Parallax is present when the target image is not correctly focused on the reticle's focal plane. Therefore, the target image and the reticle appear to be in two separate positions inside the scope, causing the effect of reticle

movement across the target. The M3A scope on the rifle has a focus adjustment that eliminates parallax in the scope. The sniper should adjust the focus knob until the target's image is on the same focal plane as the reticle. To determine if the target's image appears at the ideal location, the sniper should move his head slightly left and right to see if the reticle appears to move. If it does not move, the focus is properly adjusted and no parallax will be present.

Once the sniper has been taught the fundamentals of marksmanship, his primary concern is his ability to apply it in the performance of his mission. An effective method of applying fundamentals is through the use of the integrated act of firing one round. The integrated act is a logical, step-by-step development of fundamentals whereby the sniper can develop habits that enable him to fire each shot the same way. The integrated act of firing can be divided into four distinct phases:

a. Preparation Phase. Before departing the preparation area, the sniper ensures that—

(1) The team is mentally conditioned and knows what mission they are to accomplish.

(2) A systematic check is made of equipment for completeness and serviceability including, but not limited to—

(a) Properly cleaned and lubricated rifles.

(b) Properly mounted and torqued scopes.

(c) Zero-sighted systems and recorded data in the sniper data book.

(d) Study of the weather conditions to determine their possible effects on the team's performance of the mission.

b. Before-Firing Phase. On arrival at the mission site, the team exercises care in selecting positions. The sniper ensures the selected positions support the mission. During this phase, the sniper—

(1) Maintains strict adherence to the fundamentals of position. He ensures that the firing position is as relaxed as possible, making the most of available external support. He also makes sure the support is stable, conforms to the position, and allows a correct, natural point of aim for each designated area or target.

(2) Once in position, removes the scope covers and checks the field(s) of fire, making any needed corrections to ensure clear, unobstructed firing lanes.

(3) Makes dry firing and natural point of aim checks.

(4) Double-checks ammunition for serviceability and completes final magazine loading.

(5) Notifies the observer he is ready to engage targets. The observer must be constantly aware of weather conditions that may affect the accuracy of the shots. He must also stay ahead of the tactical situation.

c. Firing Phase. Upon detection, or if directed to a suitable target, the sniper makes appropriate sight changes, aims, and tells the observer he is ready to fire. The observer then gives the needed windage and observes the target. To fire the rifle, the sniper should remember the keyword, "BRASS." Each letter is explained as follows:

(1) Breathe. The sniper inhales and exhales to the natural respiratory pause. He checks for consistent head placement and stock weld. He ensures eye relief is correct (full field of view through the scope; no shadows present). At the same time, he begins aligning the cross hairs or front blade with the target at the desired point of aim.

(2) Relax. As the sniper exhales, he relaxes as many muscles as possible, while maintaining control of the weapon and position.

(3) Aim. If the sniper has a good, natural point of aim, the rifle points at the desired target during the respiratory pause. If the aim is off, the sniper should make a slight adjustment to acquire the desired point of aim. He avoids "muscling" the weapon toward the aiming point.

(4) Squeeze. As long as the sight picture is satisfactory, the sniper squeezes the trigger. The pressure applied to the trigger must be straight to the rear without disturbing the lay of the rifle or the desired point of aim.

d. After-Firing Phase. The sniper must analyze his performance. If the shot impacted at the desired spot (a target hit), it may be assumed the integrated act of firing one round was correctly followed. If however, the shot was off call, the sniper and observer must check for Possible errors.

(1) Failure to follow the keyword, BRASS (partial field of view, breath held incorrectly, trigger jerked, rifle muscled into position, and so on).

(2) Target improperly ranged with scope (causing high or low shots).

(3) Incorrectly compensated for wind (causing right or left shots).

(4) Possible weapon/ammunition malfunction (used only as a last resort when no other errors are detected). Once the probable reasons for an off-call shot is determined the sniper must make note of the errors. He pays close attention to the problem areas to increase the accuracy of future shots.

Pages 102-104.

Engaging moving targets not only requires the sniper to determine the target distance and wind effects on the round, but he must also consider the lateral and speed angle of the target, the round's time of flight, and the placement of a proper lead to compensate for both. These added variables increase the chance of a miss. Therefore, the sniper should engage moving targets when it is the only option.

To engage moving targets, the sniper employs the following techniques:

- Leading.
- Tracking.
- Trapping or ambushing.
- Tracking and holding.
- Firing a snap shot.

a. Leading. Engaging moving targets requires the sniper to place the cross hairs ahead of the target's movement. The distance the cross hairs are placed in front of the target's movement is called a lead. There are four factors in determining leads:

(1) Speed of the target. As a target moves faster, it will move a greater distance during the bullet's flight. Therefore, the lead increases as the target's speed increases.

(2) Angle of movement. A target moving perpendicular to the bullet's flight path moves a greater lateral distance than a target moving at an angle away from or toward the bullet's path. Therefore, a target moving at a 45-degree angle covers less ground than a target moving at a 90-degree angle.

(3) Range to the target. The farther away a target is, the longer it takes for the bullet to reach it. Therefore, the lead must be increased as the distance to the target increases.

(4) Wind effects. The sniper must consider how the wind will affect the trajectory of the round. A wind blowing against the target's direction of movement requires less of a lead than a wind blowing in the same direction as the target's movement.

b. Tracking. Tracking requires the sniper to establish an aiming point ahead of the target's movement and to maintain it as the weapon is fired. This requires the weapon and body position to be moved while following the target and firing.

c. Trapping or Ambushing. Trapping or ambushing is the sniper's preferred method of engaging moving targets. The sniper must establish an aiming point ahead of the target and pull the trigger when the target reaches it. This method allows the sniper's weapon and body position to remain motionless. With practice, a sniper can determine exact leads and aiming points using the horizontal stadia lines in the mil dots in the M3A.

d. Tracking and Holding. The sniper uses this technique to engage an erratically moving target. That is, while the target is moving, the sniper keeps his cross hairs centered as much as possible and adjusts his position with the target. When the target stops, the sniper quickly perfects his hold and fires. This technique requires concentration and discipline to keep from firing before the target comes to a complete halt.

e. Firing a Snap Shot. A sniper may often attempt to engage a target that only presents itself briefly, then resumes cover. Once he establishes a pattern, he can aim in the vicinity of the target's expected appearance and fire a snap shot at the moment of exposure.

When engaging moving targets, the sniper makes common errors because he is under greater stress than with a stationary target. There are more considerations, such as retaining a steady position and the correct aiming point, how fast the target is moving, and how far away it is. The more practice a sniper has shooting moving targets, the better he will become. Some common mistakes are as follows:

a. The sniper has a tendency to watch his target instead of his aiming point. He must force himself to watch his lead point.

b. The sniper may jerk or flinch at the moment his weapon fires because he thinks he must fire NOW. This can be overcome through practice on a live-fire range.

c. The sniper may hurry and thus forget to apply wind as needed. Windage must be calculated for moving targets just as for stationary targets. Failure to do this when squiring a lead will result in a miss.

Once the required lead has been determined, the sniper should use the mil scale in the scope for precise holdoff. The mil scale can be mentally sectioned into 1/4-mil increments for leads. The chosen point on the mil scale becomes the sniper's point of concentration just as the cross hairs are for stationary targets. The sniper concentrates on the lead point and fires the weapon when the target is at this point. The following formulas are used to determine moving target leads:

TIME OF FLIGHT X TARGET SPEED = LEAD.

- Time of flight = flight time of the round in seconds.
- Target speed = speed the target is moving in feet per second.
- Lead = distance aiming point must be placed ahead of movement in feet.

Average speed of a man during—

- Slow patrol = 1 fps/0.8 mph
- Fast patrol = 2 fps/1.3 mph
- Slow walk = 4 fps/2.5 mph
- Fast walk = 6 fps/3.7 mph

To convert leads in feet to meters:

LEAD IN FEET X 0,3048 = METERS

To convert leads in meters to mils:

$$\frac{\text{LEAD IN METERS} \times 1,000}{\text{RANGE TO TARGET}} = \text{MIL LEAD}$$

Holdoff

Pages 99-101.

Holdoff is shifting the point of aim to achieve a desired point of impact. Certain situations, such as multiple targets at varying ranges and rapidly changing winds, do not allow proper windage and elevation adjustments. Therefore, familiarization and practice of elevation and windage holdoff techniques prepare the sniper to meet these situations.

Elevation: This technique is used only when the sniper does not have time to change his sight setting. The sniper rarely achieves pinpoint accuracy when holding off, since a minor error in range determination or a lack of a precise aiming point might cause the bullet to miss the desired point. He uses holdoff with the sniperscope only if several targets appear at various ranges, and time does not permit adjusting the scope for each target.

a. The sniper uses holdoff to hit a target at ranges other than the range for which the rifle is presently adjusted. When the sniper aims directly at a target at ranges greater than the set range, his bullet will hit below the point of aim. At lesser ranges, his bullet will hit higher than the point of aim. If the sniper understands this and knows about trajectory and bullet drop, he will be able to hit the target at ranges other than that for which the rifle was adjusted. For example, the sniper adjusts the rifle for a target located 500 meters downrange and another target appears at a range of 600 meters. The holdoff would be 25 inches, that is, the sniper should hold off 25 inches above the center of visible mass in order to hit the center of mass of that particular target (Figure 3-24). If another target were to appear at 400 meters, the sniper would aim 14 inches below the center of visible mass in order to hit the center of mass (Figure 3-25).

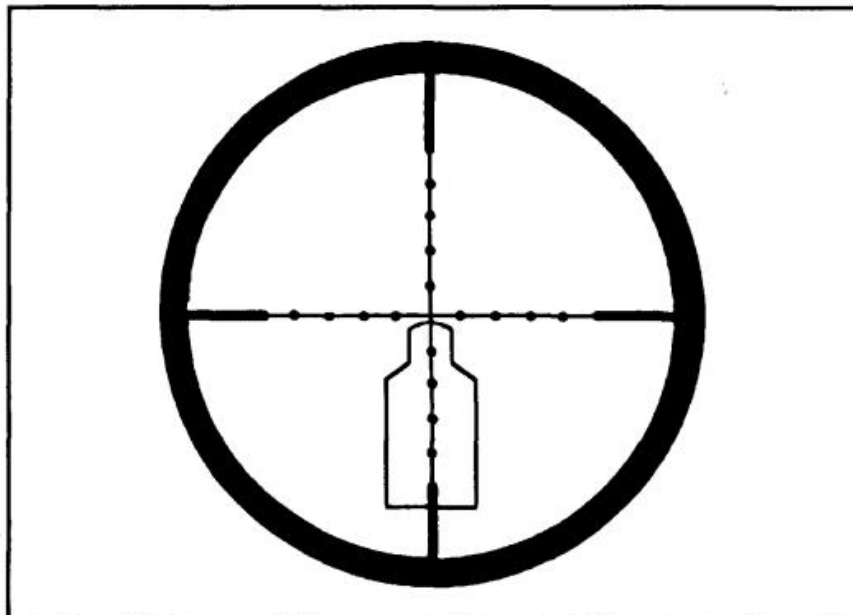


Figure 3-24. Elevation.

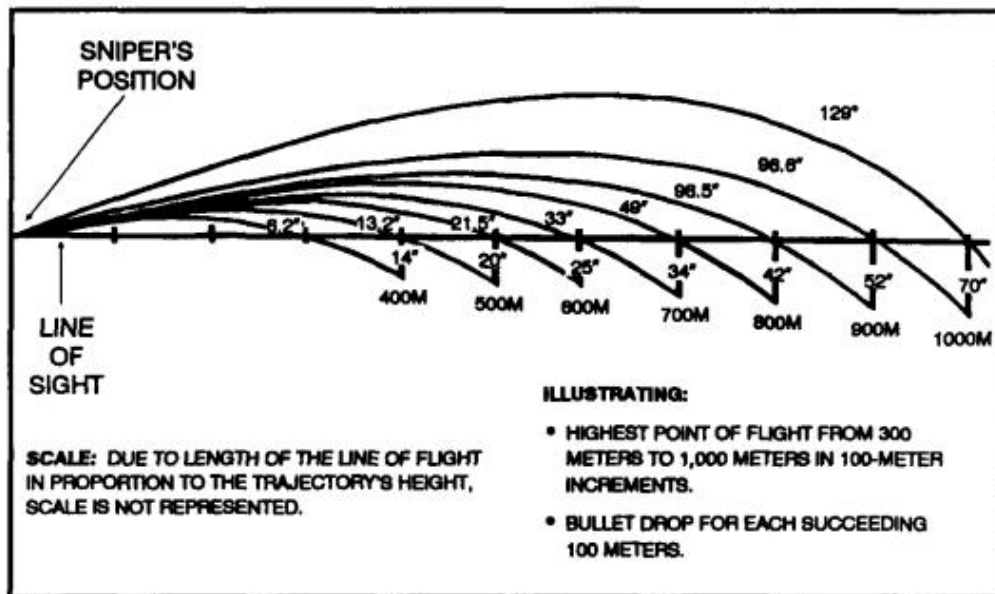


Figure 3-25. Trajectory chart.

This chart will vary depending on what rifle is used.

b. The vertical mil dots on the M3A scope's reticle can be used as aiming points when using elevation holdoffs. For example, if the sniper has to engage a target at 500 meters and the scope is set at 400 meters, he would place the first mil dot 5 inches below the vertical line on the target's center mass. This gives the sniper a 15-inch holdoff at 500 meters.

The sniper can use holdoff in three ways to compensate for the effect of wind.

a. When using the M3A scope, the sniper uses the horizontal mil dots on the reticle to hold off for wind. For example, if the sniper has a target at 500 meters that requires a 10-inch holdoff, he would place the target's center mass halfway between the cross hair and the first mil dot (1/2 mil) (Figure 3-26).

b. When holding off, the sniper aims into the wind. If the wind is moving from the right to left, his point of aim is to the right. If the wind is moving from left to right, his point of aim is to the left.

c. Constant practice in wind estimation can bring about proficiency in making sight adjustments or learning to apply holdoff correctly. If the sniper misses the target and the point of impact of the round is observed, he notes the lateral distance of his error and refires, holding off that distance in the opposite direction.

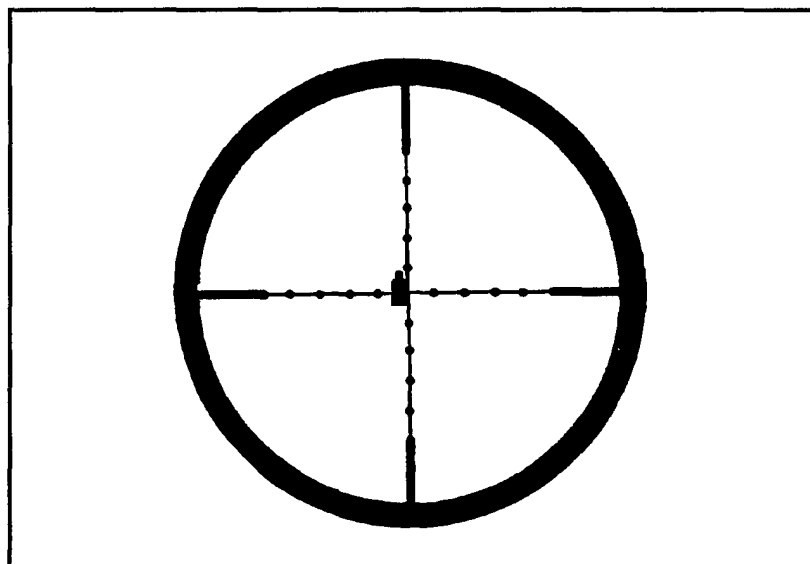


Figure 3-26. Holdoff for 7.62-mm special ball (M118).

Ballistics

Pages 84-95.

As applied to sniper marksmanship, types of ballistics may be defined as the study of the firing, flight, and effect of ammunition. Proper execution of marksmanship fundamentals and a thorough knowledge of ballistics ensure the successful completion of the mission. Tables and formulas in this section should be used only as guidelines since every rifle performs differently. Maximum ballistics data eventually result in a well-kept sniper data book and knowledge gained through experience.

Ballistics are divided into three distinct types: internal external, and terminal.

- a. Internal: the interior workings of a weapon and the functioning of its ammunition.
- b. External: the flight of the bullet from the muzzle to the target.
- c. Terminal: what happens to the bullet after it hits the target.

To fully understand ballistics, the sniper should be familiar with the following terms:

- a. Muzzle Velocity-the speed of the bullet as it leaves the rifle barrel, measured in feet per second. It varies according to various factors, such as ammunition type and lot number, temperature, and humidity.
- b. Line of Sight- straight line from the eye through the aiming device to the point of aim.
- c. Line of Departure-the line defined by the bore of the rifle or the path the bullet would take without gravity.
- d. Trajectory-the path of the bullet as it travels to the target.
- e. Midrange Trajectory/Maximum Ordinate-the highest point the bullet reaches on its way to the target. This point must be known to engage a target that requires firing underneath an overhead obstacle, such as a bridge or a tree. Inattention to midrange trajectory may cause the sniper to hit the obstacle instead of the target.
- f. Bullet Drop—how far the bullet drops from the line of departure to the point of impact.
- g. Time of Flight-the amount of time it takes for the bullet to reach the target from the time the round exits the rifle.
- h. Retained Velocity-the speed of the bullet when it reaches the target. Due to drag, the velocity will be reduced.

To be effective, the sniper must know marksmanship fundamentals and what effect gravity and drag will have on those fundamentals.

- a. Gravity. As soon as the bullet exits the muzzle of the weapon, gravity begins to pull it down, requiring the sniper to use his elevation adjustment. At extended ranges, the sniper actually aims the muzzle of his rifle above his line of sight and lets gravity pull the bullet down into the target. Gravity is always present, and the sniper must compensate for this through elevation adjustments or hold-off techniques.
- b. Drag. Drag is the slowing effect the atmosphere has on the bullet. This effect decreases the speed of the bullet according to the air—that is, the less dense the air, the less drag and vice versa. Factors affecting drag/density are temperature, altitude/barometric pressure, humidity, efficiency of the bullet, and wind.
 - (1) Temperature. The higher the temperature, the less dense the air. (See Section III.) If the sniper zeros at 60 °F and he fires at 80 degrees, the air is less dense, thereby causing an increase in muzzle velocity and higher point of impact. A 20-degree change equals a one-minute elevation change in the strike of the bullet.
 - (2) Altitude/barometric pressure. Since the air pressure is less at higher altitudes, the air is less dense. Thus, the bullet is more efficient and impacts higher due to less drag. (Table 3-1 shows the approximate effect of change of the point of impact from sea

level to 10,000 feet if the rifle is zeroed at sea level.) Impact will be the point of aim at sea level. For example, a rifle zeroed at sea level and fired at a range of 700 meters at an altitude of 5,000 feet will hit 1.6 minutes high.

RANGE (METERS)	2,500 FEET *(ASL)	5,000 FEET (ASL)	10,000 FEET (ASL)
100	.05	.08	.13
200	.1	.2	.34
300	.2	.4	.6
400	.4	.5	.9
500	.5	.9	1.4
600	.6	1.0	1.8
700	1.0	1.6	2.4
800	1.3	1.9	3.3
900	1.6	2.8	4.8
1,000	1.8	3.7	6.0
*ABOVE SEA LEVEL			

**Table 3-1. Point of Impact rises as altitude increases
(data are in MOA).**

(3) Humidity. Humidity varies along with the altitude and temperature. Figure 3-19 considers the changes in altitudes. Problems can occur if extreme humidity changes exist in the area of operations. That is, when humidity goes up, impact goes down; when humidity goes down, impact goes up. Since impact is affected by humidity, a 20 percent change in humidity equals about one minute as a rule of thumb. Keeping a good sniper data book during training and acquiring experience are the best teachers.

(4) Efficiency of the bullet. This is called a bullet's ballistic coefficient. The imaginary perfect bullet is rated as being 1.00. Match bullets range from .500 to about .600. The 7.62-mm special ball (M118) is rated at .530 (Table 3-2).

(5) Wind.

RANGE (METERS)	(A)	(B)	(C)	(D)
100	2,407	.7	NA	.1
200	2,233	3.0	1.5	.2
300	2,066	7.3	3.0	.4
400	1,904	14.0	3.5	.5
500	1,750	24.0	4.0	.7
600	1,603	37.6	4.5	.9
700	1,466	56.2	5.0	1.0
800	1,339	80.6	5.0	1.3
900	1,222	112.5	6.0	1.5
1,000	1,118	153.5	7.0	1.8
(A) RETAINED VELOCITY (FEET PER SECOND). (B) MIDRANGE TRAJECTORY (INCHES). (C) BULLET DROP IN 100-METER INCREMENTS (MINUTES). (D) TIME OF FLIGHT (SECONDS).				

Table 3-2. Muzzle velocity data for 7.62-mm special ball (M118).

Most practice firing conducted by the sniper team involves the use of military range facilities, which are relatively flat. However, as a sniper being deployed to other regions of the world, the chance exists for operating in a mountainous or urban environment. This requires target engagements at higher and lower elevations. Unless the sniper takes corrective action, bullet impact will be above the point of aim. How high the bullet hits is determined by the range and angle to the target (Table 3-3). The amount of elevation change applied to the telescope of the rifle for angle firing is known as slope dope.

RANGE (METERS)	SLANT DEGREES											
	5	10	15	20	25	30	35	40	45	50	55	60
100	.01	.04	.09	.16	.25	.36	.49	.63	.79	.97	1.2	1.4
200	.03	.09	.2	.34	.53	.76	1.	1.3	1.7	2.	2.4	2.9
300	.03	.1	.3	.5	.9	1.2	1.6	2.1	2.7	3.2	3.9	4.5
400	.05	.19	.43	.76	1.2	1.7	2.3	2.9	3.7	4.5	5.4	6.3
500	.06	.26	.57	1.	1.6	2.3	3.	3.9	4.9	6.	7.2	8.4
600	.08	.31	.73	1.3	2.	2.9	3.9	5.	6.3	7.7	9.2	10.7
700	.1	.4	.9	1.6	2.5	3.6	4.9	6.3	7.9	9.6	11.5	13.4
800	.13	.5	1.	2.	3.	4.4	5.9	7.7	9.6	11.7	14.	16.4
900	.15	.6	1.3	2.4	3.7	5.3	7.2	9.3	11.6	14.1	16.9	19.8
1,000	.2	.7	1.6	2.8	4.5	6.4	8.6	11.	13.9	16.9	20.2	23.7
*RANGE GIVEN IS SLANT RANGE (METERS), NOT MAP DISTANCE.												

Table 3-3. Bullet rise at given angle and range in minutes.

For the highly trained sniper, the effects of weather are the main causes of error in the strike of the bullet. Wind, mirage, light, temperature, and humidity affect the bullet, the sniper, or both. Some effects are minor; however, sniping is often done in extremes of weather and all effects must be considered.

Wind poses the biggest problem for the sniper. The effect that wind has on the bullet increases with range. This is due mainly to the slowing of the bullet's velocity combined with a longer flight time. This allows the wind to have a greater effect on the round as distances increase. The result is a loss of stability.

a. Wind also has a considerable effect on the sniper. The stronger the wind, the more difficult it is for him to hold the rifle steady. This can be partly offset by training, conditioning and the use of supported positions.

b. Since the sniper must know how much effect the wind will have on the bullet, he must be able to classify the wind. The best method is to use the clock system (Figure 3-19). With the sniper at the center of the clock and the target at 12 o'clock, the wind is assigned three values: full, half, and no value. Full value means that the force of the wind will have a full effect on the flight of the bullet. These winds come from 3 and 9 o'clock. Half value means that a wind at the same speed, but from 1,2,4,5,7,8, 10, and 11 o'clock, will move the bullet only half as much as a full-value wind. No value means that a wind from 6 or 12 o'clock will have little or no effect on the flight of the bullet.

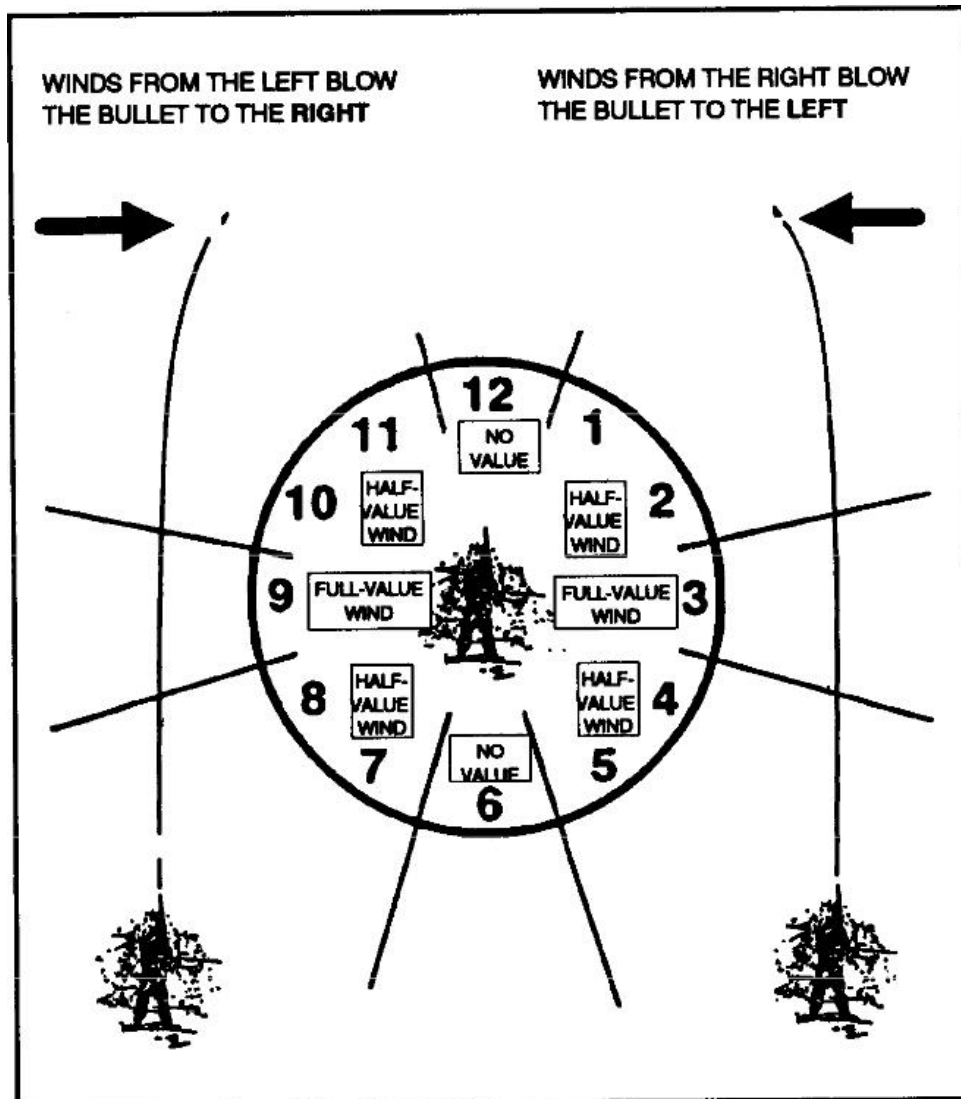


Figure 3-19. Clock system.

Before adjusting the sight to compensate for wind, the sniper must determine wind direction and velocity. He may use certain indicators to accomplish this. These are range flags, smoke, trees, grass, rain, and the sense of feel. However, the preferred method of determining wind direction and velocity is reading mirage (see paragraph d below). In most cases, wind direction can be determined simply by observing the indicators.

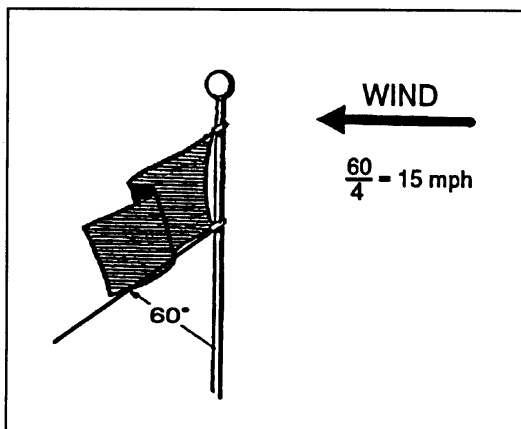


Figure 3-20. The Flag method.

a. A common method of estimating the velocity of the wind during training is to watch the range flag (Figure 3-20). The sniper determines the angle between the flag and pole, in degrees, then divides by the constant number 4. The result gives the approximate velocity in miles per hour.
b. If no flag is visible, the sniper holds a piece of paper, grass, cotton, or some other light material at shoulder level, then drops it. He then points directly at the spot where it lands and divides the angle between his body and arm by the constant number 4. This gives him the approximate wind velocity in miles per hour.

c. If these methods cannot be used, the following information is helpful in determining velocity. Winds under 3 miles per hour can barely be felt, although smoke will drift. A3- to 5-mile-per-hour wind can barely be felt on the face. With a 5- to 8-mile-per-hour wind, the leaves in the trees are in constant motion, and with a 12- to 15-mile-per-hour wind, small trees begin to sway.

d. A mirage is a reflection of the heat through layers of air at different temperatures and density as seen on a warm day (Figure 3-21). With the telescope, the sniper can see a mirage as long as there is a difference in ground and air temperatures. Proper reading of the mirage enables the sniper to estimate wind speed and direction with a high degree of accuracy. The sniper uses the M49 observation telescope to read the mirage. Since the wind nearest to midrange has the greatest effect on the bullet, he tries to determine velocity at that point. He can do this in one of two ways:

(1) He focuses on an object at midrange, then places the scope back onto the target without readjusting the focus.

(2) He can also focus on the target, then back off the focus one-quarter turn counterclockwise. This makes the target appear fuzzy, but the mirage will be clear.

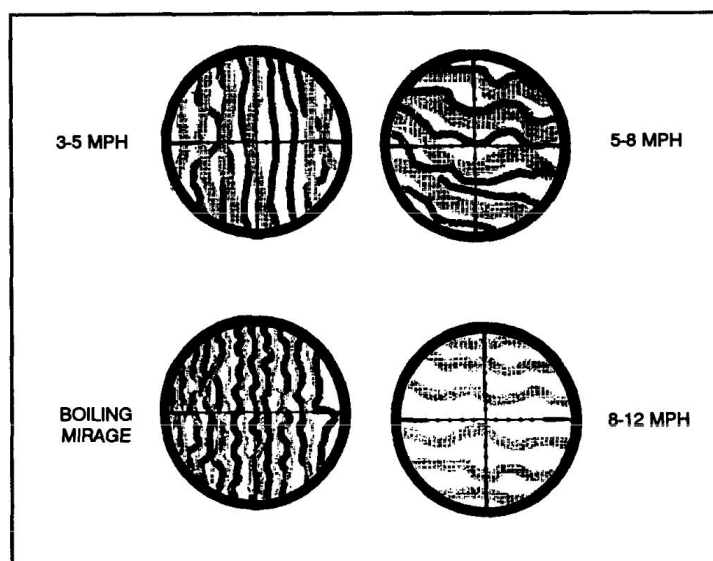


Figure 3-21. Types of mirages.

e. As observed through the telescope, the mirage appears to move with the same velocity as the wind, except when blowing straight into or away from the scope. Then, the mirage gives the appearance of moving straight upward with no lateral movement. This is called a boiling mirage. A boiling mirage may also be seen when the wind is constantly changing direction. For example, a full-value wind blowing from 9 o'clock to 3 o'clock suddenly changes direction. The mirage will appear to stop moving from left to right and present a boiling appearance. When this occurs, the inexperienced observer directs the sniper to fire with the "0" wind. As the sniper fires, the wind begins blowing from 3 o'clock to 9 o'clock, causing the bullet to miss the target therefore, firing in a "boil" can hamper shot placement. Unless there is a no-value wind, the sniper must wait until the boil disappears. In general, changes in the velocity of the wind, up to about 12 miles per hour, can be readily determined by observing the mirage. Beyond that speed, the movement of the mirage is too fast for detection of minor changes.

All telescopic sights have windage adjustments that are graduated in minutes of angle or fractions thereof. A minute of angle is 1/60th of a degree. This equals about 1 inch (1.145 inches) for every 100 meters.

EXAMPLE:

1 MOA = 2 inches at 200 meters.

1 MOA = 5 inches at 500 meters.

a. Snipers use minutes of angle (Figure 3-22, page 3-34) to determine and adjust the elevation and windage needed on the weapon's scope. After finding the wind direction and velocity in miles per hour, the sniper must then convert it into minutes of angle, using the wind formula as a rule of thumb only. The wind formula is—

$$\frac{\text{RANGE (hundreds)} \text{ divided by } 100 \text{ VELOCITY (mph)}}{\text{CONSTANT}} = \text{Minutes full-value wind.}$$

The constant depends on the target's range.

100 to 500	"C" = 15
600	"C" = 14
700 to 800	"C" = 13
900	"C" = 12
1,000	"C" = 11

If the target is 700 meters away and the wind velocity is 10 mph, the formula is—
 $7 \times 10 / 13 = 5.37$ minutes or $5 \frac{1}{2}$ minutes.

This determines the number of minutes for a full-value wind. For a half-value wind, the 5.38 would be divided in half.

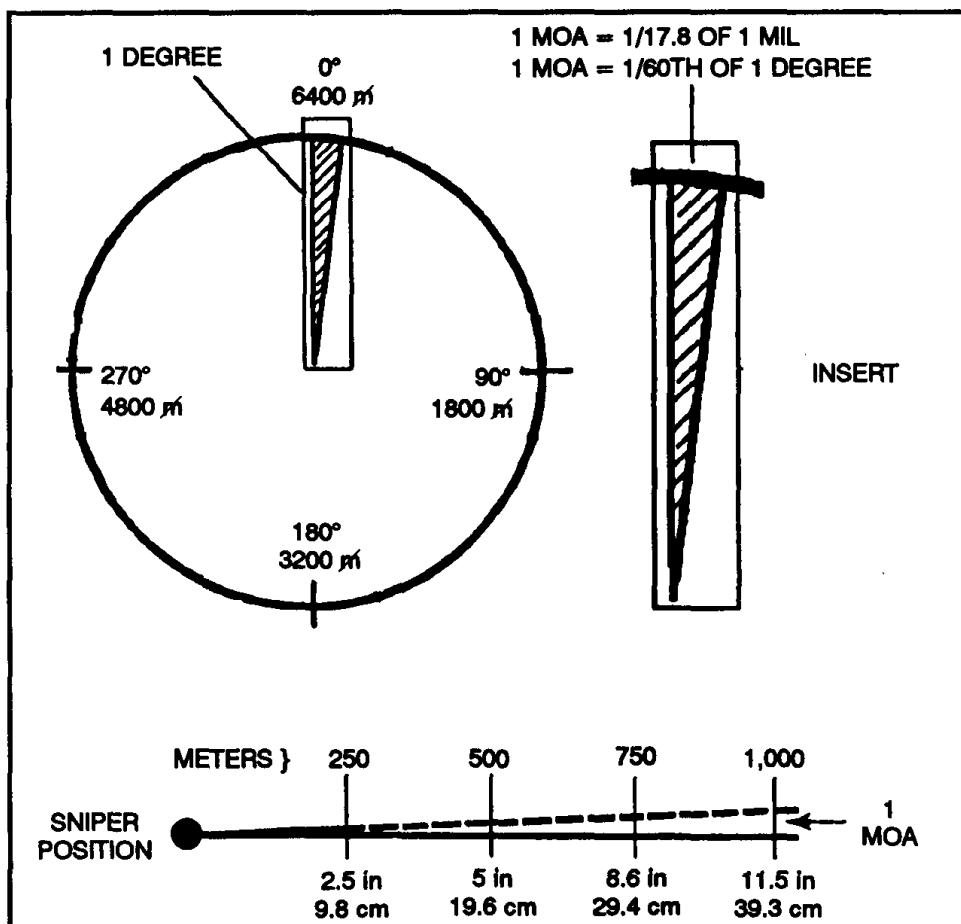


Figure 3-22. Minutes of angle.

b. The observer makes his own adjustment estimations, then compares them to the wind conversion table, which can be a valuable training tool. He must not rely on this table; if it is lost, his ability to perform the mission could be severely hampered. Until the observer gains skill in estimating wind speed and computing sight changes, he may refer to Table 3-4 on the next page.

RANGE (METERS)	WIND VALUE	3 MPH		5 MPH		7 MPH		10 MPH	
		MIN	IN	MIN	IN	MIN	IN	MIN	IN
200	HALF	0.0	0.4	0.5	0.8	0.5	0.8	0.5	1.2
	FULL	0.5	0.8	0.5	1.2	1.0	1.7	1.0	2.4
300	HALF	0.5	0.9	0.5	1.3	0.5	1.9	1.0	2.7
	FULL	0.5	1.7	1.0	2.7	1.0	3.8	1.5	5.4
400	HALF	0.5	1.4	0.5	2.4	1.0	3.3	1.0	4.8
	FULL	0.5	2.9	1.0	4.8	1.5	6.7	2.0	9.6
500	HALF	0.5	2.3	0.5	3.8	1.0	5.3	1.5	7.5
	FULL	1.0	4.5	1.5	7.5	2.0	10.5	2.5	15.0
600	HALF	0.5	3.0	1.0	5.0	1.0	8.0	1.5	11.0
	FULL	1.0	7.0	1.5	11.0	2.5	15.0	3.5	21.0
700	HALF	0.5	4.0	1.0	7.0	1.5	10.0	2.0	15.0
	FULL	1.0	9.0	2.0	15.0	2.5	21.0	4.0	29.0
800	HALF	0.5	6.0	1.0	10.0	1.5	13.0	2.0	19.0
	FULL	1.5	11.0	2.0	19.0	3.0	27.0	4.5	38.0
900	HALF	0.5	7.0	1.0	12.0	1.5	17.0	2.5	24.0
	FULL	3.5	15.0	2.5	24.0	3.5	34.0	5.0	49.0
1000	HALF	1.0	9.0	1.5	15.0	2.0	21.0	2.5	30.0
	FULL	1.5	18.0	2.5	30.0	4.0	42.0	5.5	60.0

RANGE (METERS)	WIND VALUE	12 MPH		15 MPH		18 MPH		20 MPH	
		MIN	IN	MIN	IN	MIN	IN	MIN	IN
200	HALF	0.5	1.3	1.0	1.8	1.0	2.2	1.0	2.4
	FULL	1.5	2.9	1.5	3.6	2.0	4.3	2.0	4.8
300	HALF	1.0	3.3	1.0	4.0	1.5	4.9	1.5	5.4
	FULL	2.0	6.5	2.5	8.1	3.0	9.8	3.5	10.9
400	HALF	1.5	5.8	1.5	7.2	2.0	8.8	2.0	9.6
	FULL	2.5	11.5	3.5	14.4	4.0	17.3	4.5	19.2
500	HALF	1.5	9.0	2.0	11.3	2.5	13.5	2.5	15.0
	FULL	3.5	18.0	4.0	22.6	5.0	27.0	5.5	30.0
600	HALF	1.5	13.0	2.5	16.0	3.0	19.0	3.5	22.0
	FULL	4.0	26.0	5.0	32.0	6.0	39.0	6.5	43.0
700	HALF	2.5	18.0	3.0	22.0	3.5	26.0	4.0	29.0
	FULL	4.5	35.0	6.0	44.0	7.0	53.0	7.5	59.0
800	HALF	2.5	23.0	3.5	29.0	4.0	35.0	4.5	38.0
	FULL	5.5	46.0	6.5	57.0	8.0	69.0	9.0	77.0
900	HALF	3.0	29.0	3.5	36.0	4.5	44.0	5.0	49.0
	FULL	6.0	58.0	7.5	73.0	9.0	97.0	10.0	97.0
1000	HALF	3.5	36.0	4.0	45.0	5.0	54.0	5.5	60.0
	FULL	6.5	72.0	8.0	90.0	10.0	103.0	11.5	120.0

Table 3-4. Wind conversion table.

Effects of light. Light does not affect the trajectory of the bullet; however, it does affect the way the sniper sees the target through the scope. This effect can be compared to the refraction (bending) of light through a medium, such as a prism or a fish bowl. The same effect, although not as drastic, can be observed on a day with high humidity and with sunlight from high angles. The only way the sniper can adjust for this effect is to refer to past firing recorded in the sniper data book. He can then compare different light and humidity conditions and their effect on marksmanship. Light may also affect firing on unknown distance ranges since it affects range determination capabilities.

Effects of temperature. Temperature affects the firer, ammunition, and density of the air. When ammunition sits in direct sunlight, the burn rate of powder is increased, resulting in greater muzzle velocity and higher impact. The greatest effect is on the density of the air. As the temperature rises, the air density is lowered. Since there is less resistance, velocity increases and once again the point of impact rises. This is in relation to the temperature at which the rifle was zeroed. If the sniper zeros at 50 degrees and he is now firing at 90 degrees, the point of impact rises considerably. How high it rises is best determined once again by past firing recorded in the sniper data book. The general rule, however, is that when the rifle is zeroed, a 20-degree increase in temperature will raise the point of impact by one minute; conversely, a 20-degree decrease will drop the point of impact by one minute.

Effects of humidity. Humidity varies along with the altitude and temperature. The sniper can encounter problems if drastic humidity changes occur in his area of operation. Remember, if humidity goes up, impact goes down; if humidity goes down, impact goes up. As a rule of thumb, a 20-percent change will equal about one minute, affecting the point of impact. The sniper should keep a good sniper data book during training and refer to his own record.

Data Book

Pages 95-99.

The sniper data book contains a collection of data cards. The sniper uses the data cards to record firing results and all elements that had an effect on firing the weapon. This can vary from information about weather conditions to the attitude of the firer on that particular day. The sniper can refer to this information later to understand his weapon, the weather effects, and his shooting ability on a given day. One of the most important items of information he will record is the cold barrel zero of his weapon. A cold barrel zero refers to the first round fired from the weapon at a given range. It is critical that the sniper shoots the first round daily at different ranges. For example, Monday, 400 meters; Tuesday, 500 meters; Wednesday, 600 meters. When the barrel warms up, later shots begin to group one or two minutes higher or lower, depending on specific rifle characteristics. Information is recorded on DA Form 5785-R (Sniper's Data Card) (Figure 3-23). (A blank copy of this form is located in the back of this publication for local reproduction.)

SNIPER'S DATA CARD										DISTANCE TO TARGET _____ METERS			
For use of this form, see FM 20-10; the proponent agency is TRADOC													
RANGE	RIFLE AND SCOPE NO					DATE	ELEVATION		WINDAGE				
Callaway	12345678 1234					15 JAN 91	USED	CORRECT	USED	CORRECT			
AMMO	LIGHT	MIRAGE	TEMP	HOUR	HOLD	6		6+1	0	L/2 1/2			
LC-1234	CLEAR	FAIR	55°	1100									
LIGHT		WIND											
													
SHOT	1	2	3	4	5	6	7	8	9	10	REMARKS		
ELEV	6	6	+1	+1	+1	+1	+1	+1	+1	+1	PULLED TRIGGER ON LAST SHOT		
WIND	0	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	HAD COLD + FEVER		
CALL											FINISH TIME 10 1112		

NOTE: THE REQUIRED TARGETS WILL BE DRAWN IN BY HAND TO MEET THE NEEDS OF THE UNIT.

DA FORM 5785-R, JUN 89

Figure 3-23. Example of completed DA Form 5785-R.

Three phases in writing information on the data card (Figure 3-23) are before firing, during firing, and after firing.

a. Before Firing. Information that is written before firing is—

- (1) Range. The distance to the target.
- (2) Rifle and scope number. The serial numbers of the rifle and scope.
- (3) Date. Date of firing.
- (4) Ammunition. Type and lot number of ammunition.
- (5) Light. Amount of light (overcast, clear, and so forth).
- (6) Mirage. Whether a mirage can be seen or not (good, bad, fair, and so forth).
- (7) Temperature. Temperature on the range.
- (8) Hour. Time of firing.
- (9) Light (diagram). Draw an arrow in the direction the light is shining.
- (10) Wind. Draw an arrow in the direction the wind is blowing, and record its average velocity and cardinal direction (N, NE, S, SW, and so forth).

b. During Firing. Information that is written while firing is—

- (1) Elevation. Elevation setting used and any correction needed. For example: The target distance is 600 meters; the sniper sets the elevation dial to 6. The sniper fires and the round hits the target 6 inches low of center. He then adds one minute (one click) of elevation (+1).
- (2) Windage. Windage setting used and any correction needed. For example The sniper fires at a 600-meter target with windage setting on 0; the round impacts 15 inches right of center. He will then add 2 1/2 minutes left to the windage dial (L/2 1/2).

- (3) Shot. The column of information about a particular shot. For example: Column 1 is for the first round; column 10 is for the tenth round.
- (4) Elevation. Elevation used (6 +1, 6, 6 -1, and so on).
- (5) Wind. Windage used (L/2 1/2, O, R/1/2, and so on).
- (6) Call. Where the aiming point was when the weapon fired.
- (7) Large silhouette. Used to record the exact impact of the round on the target. This is recorded by writing the shot's number on the large silhouette in the same place it hit the target.
- c. After Firing. After firing, the sniper records any comments about firing in the remarks section. This can be comments about the weapon, firing conditions (time allowed for fire), or his condition (nervous, felt bad, felt good, and so forth).

When the sniper leaves the firing line, he compares weather conditions to the information needed to hit the point of aim/point of impact. Since he fires in all types of weather conditions, he must be aware of temperature, light, mirage, and wind. The sniper must consider other major points or tasks to complete.

- a. Compare sight settings with previous firing sessions. If the sniper always has to fine-tune for windage or elevation, there is a chance he needs a sight change (slip a scale).
- b. Compare ammunition by lot number for best rifle and ammunition combination.
- c. Compare all groups fired under each condition. Check the low and high shots as well as those to the left and the right of the main group—the less dispersion, the better. If groups are tight, they are easily moved to the center of the target; if loose, there is a problem. Check the scope focus and make sure the rifle is cleaned correctly. Remarks in the sniper data book will also help.
- d. Make corrections. Record corrections in the sniper data book, such as position and sight adjustment information, to ensure retention.
- e. Analyze a group on a target. This is important for marksmanship training. The firer may not notice errors during firing, but errors become apparent when analyzing a group. This can only be done if the sniper data book has been used correctly. A checklist that will aid in shot group/performance analysis follows:

- (1) Group tends to be low and right.
 - Left hand not positioned properly.
 - Right elbow slipping.
 - Improper trigger control.
- (2) Group scattered about the target.
 - Incorrect eye relief or sight picture.
 - Concentration on the target (iron sights).
 - Stock weld changed.
 - Unstable firing position.
- (3) Good group but with several erratic shots.
 - Flinching. Shots may be anywhere.
 - Bucking. Shots from 7 to 10 o'clock.
 - Jerking. Shots may be anywhere.
- (4) Group strung up and down through the target.
 - Breathing while firing.
 - Improper vertical alignment of cross hairs.
 - Stock weld changed.
- (5) Compact group out of the target.
 - Incorrect zero.
 - Failure to compensate for wind.
 - Bad natural point of aim.
 - Scope shadow.
- (6) Group center of the target out the bottom.
 - Scope shadow.

- Position of the rifle changed in the shoulder.
- (7) Horizontal group across the target.
- Scope shadow.
- Canted weapon.
- Bad natural point of aim.

Estimating Range

A sniper team is required to accurately determine distance, to properly adjust elevation on the sniper weapon system, and to prepare topographical sketches or range cards. Because of this, the team has to be skilled in various range estimation techniques. Three factors affect range estimation: nature of the target, nature of the terrain, and light conditions.

a. Nature of the Target.

- (1) An object of regular outline, such as a house, appears closer than one of irregular outline, such as a clump of trees.
- (2) A target that contrasts with its background appears to be closer than it actually is.
- (3) A partly exposed target appears more distant than it actually is.

b. Nature of the Terrain.

- (1) As the observer's eye follows the contour of the terrain, he tends to overestimate distant targets.
- (2) Observing over smooth terrain, such as sand, water, or snow, causes the observer to underestimate distant targets.
- (3) Looking downhill, the target appears farther away.
- (4) Looking uphill, the target appears closer.

c. Light Conditions.

- (1) The more clearly a target can be seen, the closer it appears.
- (2) When the sun is behind the observer, the target appears to be closer.
- (3) When the sun is behind the target, the target is more difficult to see and appears to be farther away.

Sniper teams use range estimation methods to determine distance between their position and the target.

a. Paper-Strip Method. The paper-strip method is useful when determining longer distances (1,000 meters plus). When using this method, the sniper places the edge of a strip of paper on the map and ensures it is long enough to reach between the two points. Then he pencils in a tick mark on the paper at the team position and another at the distant location. He places the paper on the map's bar scale, located at the bottom center of the map, and aligns the left tick mark with the 0 on the scale. Then he reads to the right to the second mark and notes the corresponding distance represented between the two marks.

b. 100-Meter-Unit-of-Measure Method. To use this method, the sniper team must be able to visualize a distance of 100 meters on the ground. For ranges up to 500 meters, the team determines the number of 100-meter increments between the two objects it wishes to measure. Beyond 500 meters, it must select a point halfway to the object and determine the number of 100-meter increments to the halfway point, then double it to find the range to the object.

c. Appearance-of-Object Method. This method is a means of determining range by the size and other characteristic details of the object. To use the appearance-of-object

method with any degree of accuracy, the sniper team must be familiar with the characteristic details of the objects as they appear at various ranges.

d. Bracketing Method. Using this method, the sniper team assumes that the target is no more than X meters but no less than Y meters away. An average of X and Y will be the estimate of the distance to the target.

e. Range-Card Method. The sniper team can also use a range card to quickly determine ranges throughout the target area. Once a target is seen, the team determines where it is located on the card and then reads the proper range to the target.

f. Mil-Relation Formula. The mil-relation formula is the preferred method of range estimation. This method uses a mil-scale reticle located in the M19 binoculars (Figure 4-19) or in the M3A sniperscope (Figure 4-20). The team must know the target size in inches or meters. Once the target size is known, the team then compares the target size to the mil-scale reticle and uses the following formula:

$$\frac{\text{Size of target in meters} \times 1,000}{\text{Size of object in mils}} = \text{Range to target in meters.}$$

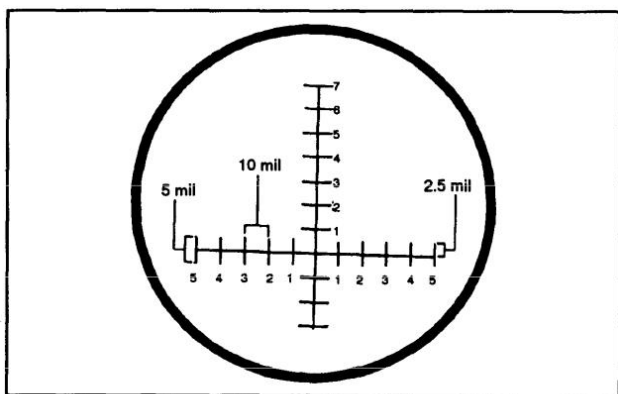


Figure 4-19. M19 mil-scale reticle.

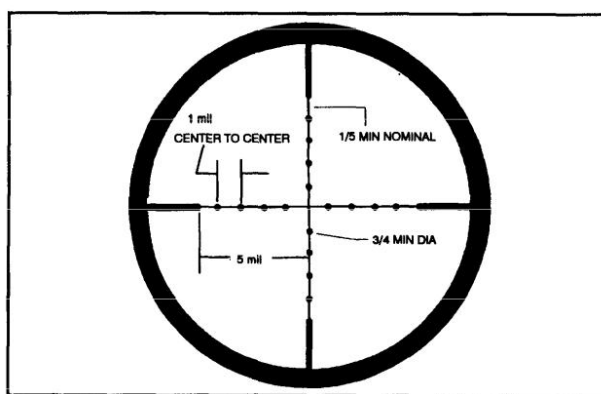


Figure 4-20. M3A mil-scale reticle.

g. Combination Method. In a combat environment, perfect conditions rarely exist. Therefore, only one method of range estimation may not be enough for the team's specific mission. Terrain with much dead space limits the accuracy of the 100-meter method. Poor visibility limits the use of the appearance-of-object method. However, by using a combination of two or more methods to determine an unknown range, an experienced sniper team should arrive at an estimated range close to the true range.

When the target is estimated to be 70 inches high, divide the height into one-half. Use the following mil-relation formula:

$$\frac{35 \text{ inches} \times .0254 \times 1,000}{\text{Size of target in mils}} = \text{Range to target in meters.}$$

The best method (saved for last) is using a range card. The range card represents the target area drawn as seen from above with annotations indicating distances throughout the target area. Information is recorded on DA Form 5787-R (Sniper's Range Card) (Figure 4-21). (A blank copy of this form is located in the back of this publication for local reproduction.) The range card provides the sniper team with a quick-range reference and a means to record target locations, since it has preprinted

range rings on it. These cards can be divided into sectors by using dashed lines. This provides the team members with a quick reference when locating targets—for example: “The intersection in sector A.” A range card can be prepared on any paper the team has available. The sniper team position and distances to prominent objects and terrain features are drawn on the card. There is not a set maximum range on the range card, because the team may also label any indirect fire targets on its range card.

Information contained on range cards includes:

- Name, rank, SSN, and unit.
- Method of obtaining range.
- Left and right limits of engageable area.
- Major terrain features, roads, and structures.
- Ranges, elevation, and windage needed at various distances.
- Distances throughout the area.
- Temperature and wind. (Cross out previous entry whenever temperature, wind direction, or wind velocity changes.)
- Target reference points (azimuth, distance, and description).

SNIPER'S RANGE CARD
For use of this form, see FM 56-10; the preparation agency is TRACOG

RN# 6

NAME: **DOE, JOHN** METHOD OF OBTAINING RANGE: **MIL RELATION**

RANGE	0	100	200	300	400	500	600	700	800	900	1000		1000	900	800	700	600	500	400	300	200	100	RANGE
ELEVATION	0	1	2	3	4	5	6	7	8	9	10		10	9	8	7	6	5	4	3	2	1	ELEVATION
WINDAGE	0	1	2	3	4	5	6	7	8	9	10		10	9	8	7	6	5	4	3	2	1	WINDAGE

TEMPERATURE		WIND		TRP 1		TRP 2		TRP 3	
HIGH	LOW	VELOCITY	DIRECTION	AZIMUTH	DISTANCE	AZIMUTH	DISTANCE	AZIMUTH	DISTANCE
75°	65°	10 MPH	E/4	219°	700 m	272°	350 m	315°	650 m
				DESCRIPTION		DESCRIPTION		DESCRIPTION	
				ROAD INTERSECTION		BRIDGE		INTERSECTION	

DA FORM 5787-R, JUN 88

Figure 4-21. Example of completed DA Form 5787-R.

Secret Meetings

By Cpl. Vernon Itas

Sources: [\[1\]](#), [\[2\]](#), and [\[3\]](#).

Pages 179-181.

A security service like the FBI can only achieve its objectives by intercepting communication between people. This means you can beat the security service if you can deny them the ability to overhear your meetings with your contacts. Of course,

this guide is to be interpreted not through an American lens but with the correct local political dynamics in mind.

This section teaches you how to check for surveillance before you meet with a clandestine contact. You'll learn a protocol that will beat security services like the FBI, BATF, DEA, and others. The method is particularly effective against standard police surveillance. It also works against the so-called inspection teams of the IRS.

Tradecraft origins: The method described in this article was originally devised in 1943-1944 by countersurveillance expert Anthony Blunt for Britain's MI.5. Unfortunately for the British, Blunt was a deep-cover agent for the KGB. Six years later, Blunt taught the protocol to his new KGB controller, Yuri Modin. Together they perfected the technique as it is known today. They successfully thwarted MI.5 surveillance for three years, sometimes even meeting daily to exchange information and top secret documents. In effect, Blunt was using his inside knowledge of MI.5's surveillance techniques to beat them at their own game.

Proliferation: This countersurveillance method has since been adopted by Israel's Mossad, Germany's BND, Russia's KGB (now the SVR), the American CIA, and many others. The protocol is taught by intelligence agencies to their controllers - these are the intelligence officers who manage and meet with deep cover agents in foreign countries. The method is also being used today by resistance movements and urban guerrilla groups.

When this countersurveillance protocol is methodically applied, it is extremely difficult for a security service to breach your security.

Here's a hypothetical situation. Assume that you and I wish to meet clandestinely. We wish to ensure that our meeting is not observed by a surveillance team. You and I have previously agreed upon a place, date, and time. In addition, we are familiar with each other's appearance - we can recognize each other on sight.

Step 1: You and I independently arrive at the previously agreed-upon general location. Rather than fixing a specific location, we agree to be only in the general vicinity. This is an important principle. This might be a large park, a residential district, etc. The location must be outdoors and free of video surveillance cameras. It should also be selected with the intention of thwarting telephoto lenses. You and I should each know the area well. The location should provide reasonable cover for each of us being there - strolling in the park, walking through a residential area to a bus stop, convenience store, etc.

Step 2: You and I will eventually make eye contact at some distance from each other. We do this discretely, so others are unaware. I use a pre-arranged signal to alert you that I have spotted you. Perhaps I'll throw my jacket over my shoulder, or remove and clean my sunglasses, etc. The signal must be a natural movement that does not attract unwanted attention. Safety first: Even though you and I have seen each other, we do NOT approach each other. This is an important safety valve. If either of us has grown a tail we do not want to compromise the other person.

BACKGROUND: The phrase grown a tail is spy-talk for being under surveillance. The phrase is somewhat inaccurate, because they don't just follow you, they often surround you.

Step 3: When you see my signal you simply walk off. Then I follow you in order to ensure that you're not being watched. I carefully check for the presence of a floating-box foot surveillance team. I check for agents at fixed observation posts. I also watch for drive-by support from a floating-box vehicle surveillance team.

BACKGROUND: In particular, I may follow you, I may walk parallel to you, I may occasionally walk ahead of you. The goal is simply to be nearby so I'm in a position to detect surveillance around you. I always remain at a distance from you, of course, never approaching too closely.

Step 4: When I have satisfied myself that you are clean, I again signal you. Perhaps I re-tie my shoe laces.

Step 5: Now we reverse roles and this time it is I who simply walks off. You begin to follow me in order to ensure that I'm not being watched. You check for floating-box foot surveillance, fixed observation post foot surveillance, and drive-by support by a vehicle surveillance team. What to look for. You carefully watch for persons who are pacing me or moving parallel with me. You check for persons loitering at positions with a good line-of-sight to my location. You watch for an ongoing pattern of people coming and going that results in someone always being in a position to monitor me. You watch for vehicles dropping someone off ahead of me.

Step 6: When you are satisfied that I am clean, you signal me that I'm not being watched. (On the other hand, if you suspect that a surveillance team is in the vicinity, you simply abort the operation and walk away.)

BACKGROUND: You must trust your instincts, because if something seems not quite right it's better to be safe than sorry. Many people are surprised to learn that it is not difficult to detect a surveillance team watching someone else. This is the subtle elegance of Blunt's countersurveillance system. And the goons are helpless against it.

Step 7: You and I can now approach each other and meet. After our discussion we agree upon the date, time, and location of our next clandestine meeting - as well as two backup plans in case the meeting is thwarted by surveillance. If we are unable to meet at the first venue we will use our fallback position and we will meet at the same time and place one week later. If we are unable to make that meeting happen, we will shift to a previously agreed-upon failsafe plan and we will meet at a different location at an agreed-upon date and time. Neither you nor I writes down the particulars of our next meeting. We commit the details to memory.

BACKGROUND 1: If you have any documents to give me, I will not accept those documents until the final moments of our meeting. I will have already started making my getaway when I accept the documents. This reduces the chance of discovery and arrest by a surveillance team that has managed to elude our countersurveillance protocol. If the security service acts too quickly, they will have no evidence against me, because the documents have not yet been passed to me.

BACKGROUND 2: The best agents never mix discussion and documents. If a document is to be passed, no discussion occurs. The entire contact takes only a moment - the perfect brushpass. The principle is simple. It is foolhardy to stand around holding incriminating documents.

Gas Masks

By Anonymous

Source: [\[1\]](#).

Many people buy a gas mask to keep around, to prepare for possible gas attacks. However, there's a lot of misinformation about gas masks, and purchasing and wearing a surplus gas mask without doing your research can result in serious medical issues like lung cancer.

Old gas masks were made with carcinogenic materials like asbestos. Don't just buy any old surplus mask that looks cool and breathe through it – you could be putting yourself at risk of lung cancer from inhaling unseen debris. Instead, research the specific model of mask before you put it on. The older the gas mask, the more likely this will be a problem.

However, if you're looking for legitimate protection against a gas attack, you need to do further research.

First of all, old military surplus filters won't be good enough. The chemicals in gas mask filters degrade over time. Whatever mask you purchase, make sure it's compatible with 40 millimeter NATO standard filters. Many people will tell you that you must buy a modern, brand new mask for \$200+, but a surplus mask should do the job as long as it accepts 40mm filters. If you're trying to seriously prepare, stock up on new filters and keep them in sealed packages.

If you're going to wear your mask to a protest or riot where tear gas is a threat, remember that tear gas is actually a very fine particulate, and a regular filter won't perform well against it. Make sure you purchase a filter with a P-100 rating – the highest for filtering out particulate. You can also purchase P-100 rated prefilters that clip over the actual filter.

Also remember that a gas mask alone is not enough to survive a chemical attack. The point of a gas mask is just an emergency lifesaving device to allow you to escape the gas. Many chemical weapons can either blister the skin or be absorbed through it. If you're intentionally or knowingly going to be exposed to a chemical threat, you need a full-on chemical suit and the training to use it correctly.



Anders Breivik in gas mask and hazmat suit.

Camouflage

By Lt. Michael C. Fagnon

Source: [\[1\]](#).

Pages 13-16.

Proper utilization of the terrain and camouflage will enable one to find concealment from the enemy in order to deceive, dupe, and surprise him. One must offer only the very smallest and poorly visible target possible in case of discovery. Camouflage

against air view must never be forgotten. Utilization of the terrain requires the skillful use of all possibilities of cover and concealment, and consideration of the color of the back and underground.

Sunlight shadows must also be considered. The guerrilla must always be intent on offering only a small target. Camouflage is achieved by adapting to the surroundings with the help of natural and artificial means and by avoiding noticeable movements. The following points concerning cover and concealment must be remembered.

a) Cover for campsites, halt, and rest areas during the march and when advancing is offered by mountains, hills, boulders, valleys, gulches, forests, hedges, bushes, cornfields, houses, barns, walls, fences, ditches, dirt piles, etc. The guerrilla sneaking up on enemy guards must make use of even the smallest depressor, furrow, dirt and rock-pile, mole mound, and grass bundle for cover and concealment. Here can be seen the use of a small cover:

Right!

Wrong!



b) Consideration of the color of the back and underground is necessary: for example, the grey-green uniform offers no camouflage against light yellow-colored sand. Especially to be considered is the contour against the sky which the guerrilla offers to the eye of the enemy when advancing over hills and even the smallest elevations. This contour effect is not only a give-away at daytime, but also during bright nights. Shadows and the point of view of the enemy should also be considered. Here can be seen the consideration of back and underground in 3 examples:

Right!

Wrong!





Right!

Wrong!



c) The most important natural camouflage means are: small trees, twigs, grass, moss, wheat, herbs, leaves, etc. Face and hands may be subdued with dirt, soot, or grease paint in some environments, or blackboard chalk or flour during winter. When camouflaging campsites, it is advisable to replant small trees, bushes, grass and moss. The camouflage thus becomes more natural and does not wither as fast.

d) The most common artificial camouflage means are: the tent canvas, blankets, camouflaged uniforms, camouflaged ponchos, large camouflaged nets to cover holes, and small camouflaged nets to cover the face and the shoulders. Camouflage ponchos and snow ponchos are easily self made. Old clothing pieces, fishing nets, and rope are also of value. These artificial camouflage means may be supplemented with natural means like twigs, grass, etc. Different colored rags and bundles of bush and paper can be tied to nets. It is useful eyelets and bands to the cap, so that camouflage may be quickly attached and changed.

Guerrilla units almost always march at night. Bad weather must be exploited. They avoid dwellings, roads, and paths that are often used. When forced to use paths and tracks, the greatest caution must be exercised; marching at the edge or parallel of the path lessens the danger. The march of the guerrilla units must be a steady cautious advance. The guerrilla must make as little noise as possible.



On soft ground.



On hard ground.



On grass.

How To Leave Behind No Evidence

By Anonymous

After some operations, the guerrilla or terrorist may not want to be caught or killed in struggle. It is thus important to leave behind as little evidence as possible. Doing so may also allow the guerrilla to participate in another operation and the terrorist to make an even more effective attack against the status quo.

Firstly, we have the preparation phase. Destroy the hard-drive used or clean it using Bleachbit when everything has been set. Burn any paper documents about your plans. Do not tell anyone about your plans. They may become alibis siding against you. It is important to have a cover story for every item that was used in the operation. Do not buy all materials in one store immediately. Buy them over time, like a person who actually has uses for those things would do. You could force yourself to have actual reasons to buy these items aside from the operations, which would make it much more convincing. Also do not use large amounts of these items. Use small amounts. It is much easier to explain how 20 kg of fertilizer disappeared after a pressure-cooker bombing ('I used it on my crops') than 1 ton of fertilizer after a car bombing. One of the largest concerns for us are CCTV cameras. One method would be to avoid them. Map out the locations of security cameras at the target location and along the way on the target route. Also note what cameras are being used. Simple one way cameras? 180° cameras? 360° cameras? Draw the general area they will monitor on a piece of paper. As described before, this paper will be burnt after the operation. You could visit the target location a month or so earlier to see where the cameras are. Place some dashcams around your car so that you do not have to act suspiciously by taking pictures of all cameras.

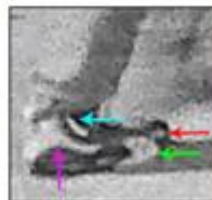
Sometimes, you must go through areas with security cameras to reach the target, or maybe the target itself has security cameras. Try to avoid this if possible. Whatever you do, do not let the cameras record your car license plate if you are driving to the target. You could have a fake license plate if your car is very common. You could also use a stolen car or a car bought in cash with no paper work. Just ensure that the car will be destroyed and have no traces of you after you have dumped it. One way would

be to park it in a parking lot (without security cameras), cover its insides with gasoline, and plant a time-firebomb. Set the firebomb to maybe 30 minutes later or a couple hours at most. In some operations, the cameras could be shot at.

If you will be seen in person, do everything you can to mask yourself. Wear thick clothes you do not usually wear that cover your entire body. Cover as much skin and hair as possible. Leave as little room in your clothing exposed to air as possible. Tuck your trousers into your boots, jacket and shirt into your trousers, and shirt sleeves into your gloves (jacket could lay over untucked) and tuck them well. Ensure that hairs and skin flakes will not be able to fall through the clothing. Wear shoe covers and mirror sunglasses if possible. You could also be opportunistic. During outbreaks of diseases such as coronavirus and flu, wear a face-mask. Wear mute or dark colored clothing. For maximum safety, buy the clothes in cash outside of large stores. This way, the buying of the clothes will never be registered. I would advise checking out flea markets in another city. Remember to clean the clothes very well before the operation.

Good choice of clothes:

- Sweatshirt.
- Long-sleeved shirt.
- Beanie under the hood.
- Face and neck covering(s).
- Mirror sunglasses.
- Durable gloves.
- Durable trousers.
- Rubber boots or thick and durable shoes.

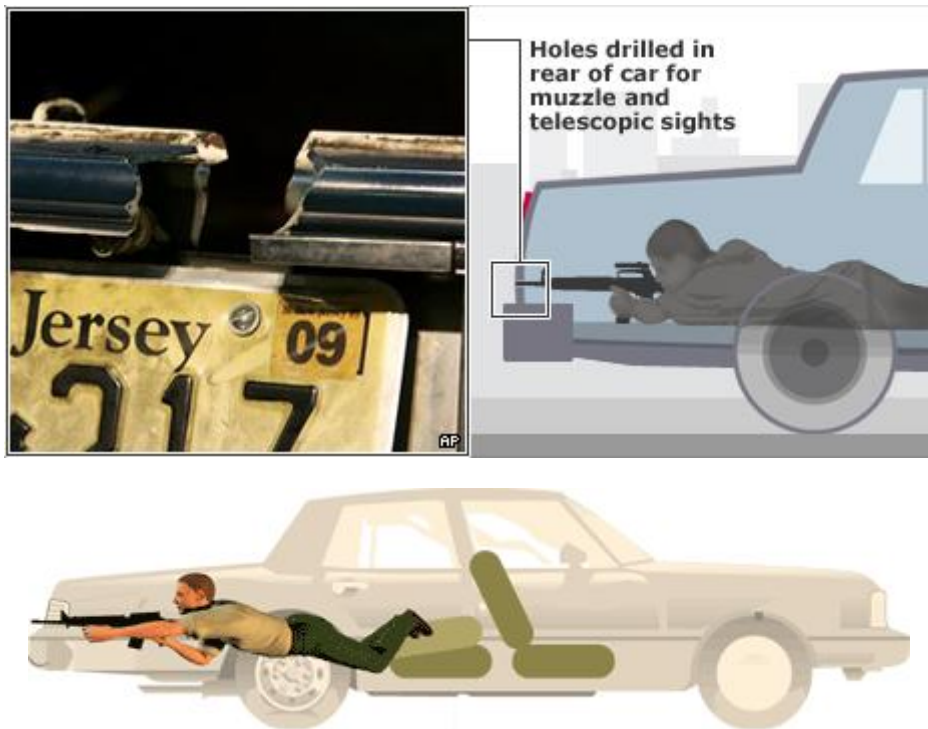


Pick a durable material that will not tear or let through particles, something where you can not even smell your own scent.

Clothing worn by an unidentified man who planted a pipe bomb (which was defused) in Washington D.C. on January 5, 2021.

The more distinctive clothing may be burned or destroyed in piranha solution after the operation. You could also place pillows under the clothing to look fatter, or color your skin darker or lighter if any of it is exposed. Remember to not look too suspicious. Maybe execute the operation during weather when such clothing would be appropriate like when it is cold outside.

When the operation's goal is to assassinate someone with a firearm, numerous factors have been taken into account to not leave behind evidence after the shot has been fired. Remember ballistics research. Law enforcement can identify the bullet and calculate the approximate distance, barrel length and angle of the shot. It is advised to use a common firearm or (even better) a firearm not connected to you. For example, the Beltway snipers (John Muhammad and Lee Malvo) used a stolen Bushmaster XM-15, an AR-15 style semi-automatic rifle. Another thing the Beltway snipers did was make a traveling sniper's nest in the trunk of their car. This way they could stay hidden, leave almost no evidence behind, and quickly drive off after each shooting.



The Beltway snipers were eventually caught due to several reasons. They kept the same stolen rifle with them at all times and never cached it. They also communicated and attempted to extort the police. At later scenes of crimes the shooters left handwritten notes sealed inside plastic bags, including a rambling one that demanded \$10,000,000 and threatened the lives of children in the area. A telephone call from the shooter(s) was traced to a pay telephone at a gasoline station in Henrico County, Virginia. Police missed the suspects by a matter of a few minutes.

On the phone call, the sniper, boasting of his cleverness, mentioned a previous unsolved murder in "Montgomery". This was identified as the September 21 shooting at a liquor store in Montgomery, Alabama. On October 17 authorities said they matched Malvo's fingerprint found at the Benjamin Tasker Middle School site with one lifted from the Montgomery liquor store scene. After confirming the link between these two crime scenes, the FBI was able to link these fingerprints to Malvo due to his fingerprinting during a previous arrest in Washington state. After further research into Malvo's background, the police found he had close ties to John Allen Muhammad. Soon, both were arrested.

The police will play stupid and lie to you during communications, so it is best to avoid communicating with law enforcement. A good example is that of Dennis Rader, a serial killer who managed to evade police from 1974 to 2005. He communicated with the police by letter. In his letters to police, Rader asked if his writings, if put on a floppy disk, could be traced or not. The police answered his question in a newspaper ad posted in the Wichita Eagle saying it would be safe to use the disk. On February 16, 2005, Rader sent a purple 1.44-Megabyte Memorex floppy disk to Fox affiliate KSAS-TV in Wichita. Police found metadata embedded in a deleted Microsoft Word document that was, unknown to Rader, still stored on the floppy disk. The metadata contained the words "Christ Lutheran Church", and the document was marked as last modified by "Dennis." An Internet search determined that a "Dennis Rader" was president of the church council.

Law enforcement could also study the grammar and mannerisms in your communications. Ted Kaczynski evaded police from 1978 to 1996 while perpetrating numerous bombings all across the USA. In 1995, Kaczynski mailed several letters to media outlets outlining his goals and demanding a major newspaper print his 35,000-word essay *Industrial Society and Its Future*. Friends of Kaczynski recognized the ideas in the essay, and the writing style was suspiciously like his. Kaczynski was soon arrested after police raided his home and found homemade bombs inside.

When stealing or extorting money, there are many considerations to be taken. Money should never be extorted as is. Extort it through Monero. Law enforcement have been known to provide cash to extortioners which will tip off banks when the cash is attempted to be put in. This problem isn't concerning if you are attacking a CIT van. What will have to be avoided are dye packs. Dye packs are commonly used to safeguard currency against bank robberies in this manner; when such a pack is taken out of the bank, it releases an indelible dye that stains the money with a conspicuous bright color, making it easy to recognize as stolen. In most cases, a dye pack is placed in a hollowed-out space within a stack of banknotes, usually \$10 or \$20 bills. This stack of bills looks and feels identical to a real one, but usually subtly marked in a way that is only privy to selected bank employees. The development of flexible dye packs makes it virtually impossible to detect by persons handling the stack.

Another factor is to be careful. Treat every operation as if it was the first. Growing careless after getting away with numerous robberies and murders is what often causes bank robbers and serial killers to be caught. Jeffrey Dahmer for example kept the body parts of his victims inside his own home, and in July 22, 1991 was put off guard and had one of his victims escape after the victim punched Dahmer in the face. Jeffrey Dahmer had played around with the victim instead of killing them as soon as the chance arose.

Genetic Evidence

Spit, hairs, tears, snot, sweat, skin-flakes, fingerprints and blood are genetic evidence. Avoid having any of these from you end up on the target location and any from victims end up on the equipment you bring back. There are acceptable circumstances where slight genetic evidence can be left. If walking through a parking lot, store, street with homeless people or any other place that experiences crowds now and then, then the genetic evidence is unlikely to be notable. Police would have to have to consider every person that walked that path. Desolate areas are much more risky. Dogs can also be employed to find the path you took in a desolate area, but not an often crowded area.

Avoid leaving genetic evidence in bombs too. There is always the risk that the bomb fails to detonate, is defused, or half-detonates. This could leave your genetic imprint on the bomb material. Wear the appropriate clothing while preparing the shell and shrapnel of the bomb.

If kidnapping and killing someone, get a large plastic bag and place the corpse in the bag. Then clean the room they were in. Genetic evidence can be destroyed with hydrogen peroxide, bleach, and ammonia (separately). Avoid shooting or stabbing the victim, as that will make the cleanup process much more tiring.

Now a process for the most jaded. To dispose of the body by utterly destroying it, pick a room and cover the entire floor in plastic. Place the bag with the body in the middle. Wear a hazmat suit and latex gloves. You will need something to cut the body apart. A

machete or kitchen knife will do. Cut the body apart. The parts should fit inside the largest Pyrex glass containers available. Synthesize piranha solution in the containers and put the parts in. The same solutions of piranha can be reused multiple times. When the entire body has been destroyed, neutralize the piranha and begin cleaning the room. The plastic bag and the plastic on the floor can also be destroyed in the piranha solution. The hazmat suit could be cleaned with water first to be easier to handle and then with other chemicals to destroy all genetic evidence. Clean the cutting tool or dispose of it. Clean the entire room afterwards to remove the smell.

Another less horrific process would be to put the body in a barrel (of the appropriate material) and then use large amounts of hydrofluoric acid or more preferably sodium hydroxide (which is a base, not an acid, so it will have to be neutralized differently). This process would however take days, would emit an odor during the entire process, and require lots of heat. Another less reliable method would be to burn the body as much as possible and then dissipate the ashes and bones, or to feed the flesh to crocodiles or alligators.

To put it another way, avoid having to destroy corpses. This can be avoided by killing the target with a firearm assassin-style.

Unarmed Combat

By Cpl. Vernon Itas

Sources: [\[1\]](#), [\[2\]](#), and [\[3\]](#).

“Everyone has a plan until they get punched in the mouth.” - Mike Tyson.

Pages 82-83.

This introduction will explain the basics of hand-to-hand combat, and will tell of the best places to strike and cause severe injury an enemy. When engaged in hand-to-hand combat, your life is always at stake. There is only one purpose in combat, and that is to neutralize your enemy. It's the law of the jungle, there is no respect in a real fight. Never face an enemy with the idea of defending yourself. The chances are extremely good that he will severely injure or kill you instead. You will have to be on constant attack. No one has ever won by defense in a fist fight. When a weapon is not available or has been knocked out of your hands, one must resort to the full use of his natural weapons: that of your anatomy. The natural weapons are:

- The protruding knuckle.
- Elbows.
- Knees.
- Feet.
- Head.
- Teeth.

Attacking is a primary factor. A fight was never won by defensive action. Attack with all of your strength. At any point or any situation, some vulnerable point on your enemies body will be open for attack. Remember that there is no respect in this fight. You can bite your opponent, gouge out his eyes, choke him, headbutt him, and punch him in the groin if the possibility arises. The main point of this is so you can retrieve your proper weaponry as quickly as possible.

Your balance and balance of your enemy are two important factors; since, if you succeed in making your enemy lose his balance, the chances are nine to one that you

can beat him in your next move. Always try to throw your enemy off balance. The best over-all stance is where your feet are spread about shoulders width apart, with your right foot about a foot ahead of the left. Both arms should be bent at the elbows parallel to each other. Stand on the balls of your feet and bend your waist slightly. Kinda of like a boxer's crouch. Employing a sudden movement can throw your enemy off-balance.

Use any available object that you can. By this I mean throw sand in his eyes, block his strikes by hitting him with a large branch, or any other kind of available material that can be used as a weapon against him.

Always look for a weak spot and attack it. Whenever he leaves a vulnerable part of his body unprotected attack it with all your strength. By doing this, he will then try to protect the part of his body that you just struck thus leaving even more unprotected parts open. Here are some vulnerable points:

- Eyes: easily gouged with your fingers in a V-shape.
- Nose: Aim for the bridge. Breaking someone's nose will cause tremendous pain.
- Upper lip: A large network of nerves are located. These nerves are extremely close to the skin. A sharp upward blow will cause extreme pain.
- Throat: This spot is usually pretty well protected, but if you get the chance, strike hard. Your opponent will lose breath and begin to choke.
- Temple: There is a large artery up here, and if you hit it hard enough, it will cause death. If you manage to knock your enemy down, kick him in the temple, and he'll never get up again.
- Back of the head: Very vulnerable spot. There is a reason it's forbidden to hit someone there in boxing.
- Groin: A very vulnerable spot. If left open, get it with knee hard, and he'll buckle over very fast.
- Kidneys: Very vulnerable spots. A kick to the kidneys will likely cause the opponent to fall over.
- Liver: Will lay just over one of the kidneys, slightly sticking out under the rib-cage. If hit, your opponent will fall to the ground in pain. This will give ample time to retrieve your proper armory.

To produce a correct punch, the punch should be landed on the protruding knuckle. If the punch lands on the ring finger's or little finger's knuckle, your hand may very well break. Keep the thumb out of the fist, wrapping over the fingers. If the thumb is tucked in, it could break when punching someone. Weight should be put into the punch. You could bend your bust and or bend the thigh on the punching arm's side towards the target to add on their weight to the jab-type punch. Going upwards would add weight to an uppercut-type punch. Do not put all your weight in the punch, as that will cause you to lose balance.

There are multiple martial arts which the guerrilla could learn to further aid his capabilities in unarmed combat. The best choice is MMA, as it is a mixture of the best techniques used in Boxing, Brazilian Jiu-Jitsu, Wrestling, Karate, Muay Thai, and numerous other disciplines.

Knife Combat

By Don Pentecost

Source: [\[1\]](#).

Pages 1-5.

Inside Folsom Prison, the maximum security penitentiary outside Sacramento, "fights" are resolved with deadly weapons, not fists. There are no exceptions. Because of this, knife fighting techniques are developed far beyond methods encountered on the street. This text will explain the difference between knife fighting fantasy and knife fighting reality. I have eliminated the ludicrous, ineffective techniques that will not work in the real world against a determined opponent.

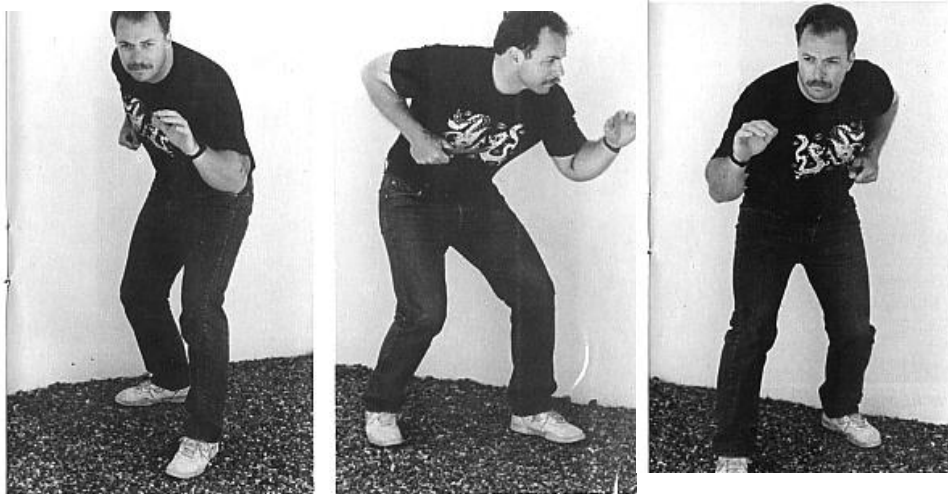
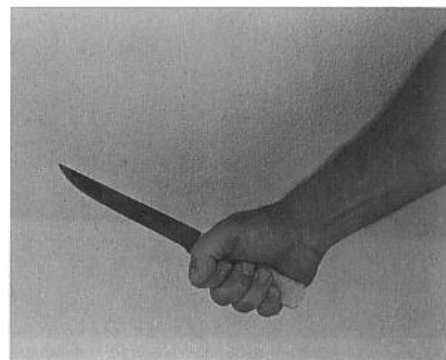
Staying alive is the primary reason why you should never give your opponent a chance to defend himself. Be quick and brutal! When you use a knife, it is for one purpose only - to kill the enemy! Never give an opponent a chance to defend, think, or run. Once you have accomplished your final objective, leave the scene of the attack as soon as possible.

You must remember that technique is not the determining factor in a fight. Who applies the technique and who receives it are the primary determinants. Ruthless determination will overshadow technique or choice of knife every time. The will to win is more important than the skill to win. In a fight, mental attitude is crucial! Determination is the only thing that will get you off the ground after being stabbed.

No matter what techniques you end up using, the objective is to put the opponent physically down on the ground. Be certain he stays down. The time frame of a knife attack is usually very short - it is often over in a matter of seconds. Keep this in mind when developing offensive and defensive techniques and through all aspects of your training.

Pages 17-30.

With all knife fighting grips, hold the knife as securely and tightly as possible to make sure it never leaves your hand during the attack. There are many ways to hold a knife, but the hit grip is the preferred grip for serious business. The hand is wrapped around the handle into a fist, with the blade extending from the top of your hand, between the thumb and the index finger. Your thumb is the key element for a secure grip.



A proper knife fighting stance.

A proper knife fighting stance starts with a solid foundation. Your feet should be about shoulder width apart; keep your knees bent, and lean forward at the waist. Your lead hand is extended and open, ready to strike. Your knife hand is retracted and close to the body so your opponent cannot attempt to disarm you without bringing himself into your striking and stabbing range. Keep your eyes on the opponent at all times – as mentioned earlier, a knife fight is often over in a matter of seconds. Remember this when assuming a stance, practicing footwork, etc.

There are two basic, effective frontal attacks. The first – the foundation of any frontal attack – is the one-two strike. Also known as a combination, one-two blows are individual techniques applied in a quick sequence. This is never a single blow – you must first lead with an empty-hand strike and then follow through with a knife thrust. Each technique must be effective and there should not be any hesitation between strikes. It is not difficult for a soccer goalie to block a single shot, but if a second and third ball were shot at the same time, at least one is likely to get through. The same is true in a knife fight.



The photographs show a one-two attack drill using a focus glove.

In a one-two attack, you first strike with your empty hand to create an opening. The eyes are the primary target. Actual eye contact is not as important as general vision interference. This will force your opponent to close his eyes, lose his balance, or cause him to overreact. One of these will be his natural reaction to your first offensive strike, and your opening will be created.

Empty-hand strikes should be quick and hard, and utilize the entire body, not just the arm. Fist or palm strikes can be very effective; however, a palm strike is usually best. You may also use a palm strike to grab for control. Following the empty-hand strike (or a convincing feint), the retracted knife hand thrusts immediately for the opening. Never allow your opponent time for a defense opportunity.



A lead hand strike to the eyes.

The second basic frontal attack is the three-step attack, also called a “deceptive lead.” Again, never lead with the weapon in the critical zone (the distance at which you can be hit by a particular individual). The safe distance is further than the opponent’s outstretched limbs. The only significant difference between the one-two attack and this method is that, in a three-step attack, you intentionally feint with the knife while out of range, luring your opponent into a premature strike. This will open his defense. Immediately enter the critical zone with the knife retracted and apply the basic one-two movement.

Stab the enemy until he is down, regardless of where you are punched, kicked, stabbed, elbowed, or whatever. Once your adversary is down, you must take him out. Make it absolutely certain that he will die.



An effective attack combination. The attacker performs a one-two attack, then gains control of the defender’s left side by grabbing his arm and then spinning him. The attacker stabs the exposed, unprotected area.

Your opponents left side is a primary knife target for several critical reasons. If you have control of your opponent’s left side (or right side, if you are left-handed), it is difficult for him to protect that area which has become your most convenient target – his now exposed left kidney, lung, etc. It is even more effective if you can actually turn him to the side once you have control. After all, grappling does occur in knife attacks. Study the above photographs carefully.

An effective attack combination:

- 1) From an offensive knife stance, quickly step forward (lead foot first, rear foot following), closing the gap while simultaneously striking with the lead hand.
- 2) Immediately stab with the retracted knife hand.
- 3) Grab the left arm (or jacket sleeve, collar, back of neck, hair) and spin the opponent to your left, exposing his left side.
- 4) Continue stabbing the opponent in any exposed area, as many times as possible.

Do not aim for the heart. If you aim for the middle of the chest, your knife is apt to rebound off the sternum. If possible, stab the neck. This will cut the target’s throat and guarantee their death.

The time between your empty-hand strike and the knife thrust should be as short as possible. Continue to pump the knife into the opponent until he is down and/or dead, depending on the situation. In a life-threatening situation, get whatever you can, when you can, as many times as you can!

Pages 40-42.

Here are some photographs you can study:



One of the many examples of how someone can be stabbed during a grappling situation.



Another example of grappling and knives.

Ballistic Armor

By Anonymous

Ballistic armor (also known as bullet-proof armor and body armor) will protect the wearer from many types of bullets and shrapnel. Larger caliber bullets and armor piercing (AP) bullets will however pierce through it. Ballistic armor is legal in most regions such as in the EU and the USA, and can be bought from police surplus. The

most commonly needed pieces of armor are the vest and the helmet. Other parts can also be worn, such as a ballistic backpack. It is advised to be weary during combat with the ballistic armor on. Any bullet could hit you on the points unprotected by the ballistic armor, or someone with AP bullets could shoot you down. The ballistic armor could also reduce after multiple rounds. It should also be known that being shot while wearing ballistic armor hurts a lot.

There are multiple levels of ballistic armor. There are 6 levels that are written about in this section. Level I is very weak and can withstand rounds from the smallest common calibers. Level II-A is stronger and can withstand rounds from common handguns. Level II-A and level II are very similar in strength. Level III-A can withstand rounds from larger handguns and 12 gauge shotgun slugs. Level III is the second most powerful and can withstand rounds from proper rifles. Level IV is the strongest and can withstand high caliber rounds.

It is advised to use level III (or "level III+" if possible) ballistic armor for most operations. Use level IV ballistic armor if sniper fire from the opponents is expected.

NIJ Standard - 0108.01 BALLISTIC RESISTANT PROTECTIVE MATERIALS						
ARMOR TYPE	WEAPON	TEST AMMUNITION	NOMINAL BULLET MASS	SUGGESTED BARREL LENGTH	REQUIRED BULLET VELOCITY	REQUIRED HITS PER ARMOR SPECIMEN
I		22 LRHV	2.6 g	15 to 16.5 cm	320 ± 12 m/s	5
		Lead	40 gr	6 to 6.5 in	1050 ± 40 ft/s	
		38 Special	10.2 g	15 to 16.5 cm	259 ± 15 m/s	5
		RN Lead	158 gr	6 to 6.5 in	850 ± 50 ft/s	
II-A		357 Magnum	10.2 g	10 to 12 cm	381 ± 15 m/s	5
		JSP	158 gr	4 to 4.75 in	1250 ± 50 ft/s	
		9 mm	8.0 g	10 to 12 cm	332 ± 12 m/s	5
		FMJ	124 gr	4 to 4.75 in	1090 ± 40 ft/s	
II		357 Magnum	10.2 g	15 to 16.5 cm	425 ± 15 m/s	5
		JSP	158 gr	6 to 6.5 in	1395 ± 50 ft/s	
		9 mm	8.0 g	10 to 12 cm	358 ± 12 m/s	5
		FMJ	124 gr	4 to 4.75 in	1175 ± 40 ft/s	
III-A		44 Magnum	15.55 g	14 to 16 cm	426 ± 15 m/s	5
		Lead SWC	240 gr	5.5 to 6.25 in	1400 ± 50 ft/s	
		Gas	8.0 g	24 to 26 cm	426 ± 15 m/s	5
		Checked 9 mm FMJ	124 gr	9.5 to 10.25 in	1400 ± 50 ft/s	
III		7.62 mm	9.7 g	56 cm	838 ± 15 m/s	5
		308 Winchester	150 gr	22 in		
		FMJ				
IV		30-06	10.8 g	56 cm	838 ± 15 m/s	1
		AP	166 gr	22 in	2850 ± 50 ft/s	

The higher levels are made of solid alloy, ceramic composite or special plastic plates fitted in the plate carrier which is attached to the vest. The plates are to be attached to both the front and back of the wearer.

The vast majority of people prefer curved plates instead of flat plates. Always apply anti-spall coating to the steel plates. These sorts of armor are called 'hard armor'. 'Soft armor' is similar to fabric and is not as strong as hard armor. Kevlar is soft armor. It is advised to use soft armor in the gaps of the hard armor to protect from shrapnel caused by higher caliber bullets colliding with the environment. Some soft armor can protect the you from knives but check the ratings. Research what the plate or kevlar that is to be bought can withstand before buying. Armor will be most effective when utilized against opponents without the appropriate equipment. Police in safer regions will have to wait for special forces to arrive which may take a long time.

Vehicle Ramming

By Yahya Ibrahim

In some situations, the resistance will be unable to acquire firearms, explosives, or any proper armory. Then they must use what they have. One of the most reliably destructive weapons that is easily acquired or stolen is a motor-vehicle like a car. For this example, we will be using a pickup truck, as it is the heaviest easily controlled vehicle that is not difficult to acquire.

Source: [\[1\]](#).

Pages 53-54.

Pick your location and timing carefully. Go for the most crowded locations of the target. Narrower spots are also better because it gives less chance for the people to run away. Avoid locations where other vehicles may intercept you.

To achieve maximum carnage, you need to pick up as much speed as you can while still retaining good control of your vehicle in order to maximize your inertia and be able to strike as many people as possible in your first run. Keep in mind that as soon as people realize what you are up to, they would scatter and run in every direction looking for cover. They would look for areas where the vehicle cannot reach them. Therefore, it is important to study your path of operation beforehand.

The ideal location is a place where there are a maximum number of targets and the least number of vehicles. In fact if you can get through to "pedestrian only" locations that exist in some downtown (city center) areas, that would be brutal. There are some places that are closed down for vehicles at certain times due to the swarms of people. Politically, it would be best if the target was status quo-affiliated, such as an army parade or a group of politicians.

This is one of many ways to implement this idea. You may modify it and add or subtract to it according to what is suitable for your particular conditions.

Killdozer

By Anonymous

On June 4, 2004, Marvin Heemeyer executed an operation against the city Granby, Colorado, with a homemade tank. No one was injured in the attack, but it caused 7 million dollars in damages and destroyed 13 buildings. His truck was able to demolish buildings by driving through them. The attack ended when the tank's tracks broke through the floor of a building and into its basement. Police had to use an oxyacetylene cutting torch to open the tank after attempting and failing to open it with explosives. Seeing how effective it was, we should know how to make one.

- Bulldozer. (The D355A was used by Heemeyer).
- Concrete mix. (34 MPa Quikrete was used by Heemeyer).
- Tool steel sheets.
- Video monitor.
- Video cameras.
- Bulletproof lexan.
- Compressed-air nozzles.

- Ventilation.
- Crane.
- Water and food.

Start up a muffler repair shop as a front for buying in concrete mix and tool steel sheets preferable 1 or 2 years earlier. Also buy a bulldozer. Calculate the dimensions of the bulldozer so that the armor will fit. Fit the concrete mix between the tool sheets. Multiple layers of tool sheets are to be used. This is the armor. The armor is to be about 30 cm thick. Shape the composite armor with the armor and measurements of the bulldozer. The composite armor should cover the cabin, the engine, the radiator and parts of the tracks. There is to be no way in and no way out when the composite armor is put on the bulldozer. The composite armor is put on the bulldozer with the crane just before the operation is to be executed.

Connect the video monitor to the video cameras. Place the monitor inside of the bulldozer. Fit the video cameras to the armor. Fit bulletproof lexan around the video cameras. The lexan is to be 7.4 cm thick. Fit compressed-air nozzles under the lexan to blow off dust and debris that will obscure the view of the video camera. Install the ventilation inside of the bulldozer. The ventilation is to be very good since there will be no way out of the bulldozer. The construction process for the killdozer takes multiple months or a year. Sit in the bulldozer and lower the composite armor on the bulldozer with the crane to engage the killdozer. Now, drive through the wall and the operation has begun.



A D355A bulldozer.



Heemeyer's killdozer.

Drugs

By Anonymous

Drugs are very useful when not taken by the guerrillas, as they can be used to kidnap targets. The guerrillas should not take drugs. Most of these drugs are used by rapists to incapacitate people so that they can rape them. Put the drugs in the food or drink of the target to affect them. Ensure that the target is unaware that the food or drink is contaminated. Do not use the wrong dose. Overdosing the food or drink may kill the target, which could be the desired goal in some situations. Some drugs that can be used for kidnapping are illegal, while others can be bought from pharmacies. All of these can be orally administered. The lethal dose of these drugs can be found with a simple search on the internet.

Drugs

Anti-psychotics.
Chloral hydrate.
Flunitrazepam.
GHB.
LSD.
MDMA.
Methaqualone.
Phencyclidine.
Scopolamine.
Xanax.
Zopiclone.
Zolpidem.

Legality

Legal.
Legal.
Legal.
Legal.
Illegal.
Illegal.
Illegal.
Illegal.
Illegal.
Legal.
Legal.
Legal.

Arson**By Anonymous**

Arson is executed by setting property or wilderness aflame. There are many targets to execute the arson mission on and two of these targets will be written about in this section of this document. Those two are buildings and the wilderness. Arson is optimal during dry and windy weather. Fire needs oxygen, fuel and the ignition to be. Oxygen is found in air and wind. Fuel will be any very flammable substance and then the building or nature itself.

All methods will still require the fuel and ignition device to be carried by the arsonist. There are many good fuels, such as gasoline, diesel, kerosene, any lighter fluid, and especially napalm. Targeting wood furniture, carpets, and foam in buildings and dry plants and conifers and in the wilderness is good for reliable starting large fires. The lighter or the match are good for executing the ignition. Do not use the lit cigarette as the ignition device. It is too unreliable, and may leave spit on the scene. The fire may not destroy all evidence! Set the fire somewhere without a fire alarm.

If the arson is planned to cause deaths in a building, set the fire in the path out of the building, preferably in a building without emergency exits. Pour the fuel on the location. At least 1 dollar of gasoline is to be poured. For example the Happy Land fire that killed 87 people in 1990 was caused by a bag with 1 dollar of gasoline. Arson today is not as deadly due to emergency exits being more common. Ignite the fuel and escape the building. The fire may be extinguished if there are people inside. It is advised to pour fuel across the location as to make extinguishing the fire difficult. The arson will likely set aflame the entire building if no person is alerted of the arson's early stages. Smoke will be produced which may suffocate people.

Another method that could kill a lot of people would be to splash fuel on the targets and then set them on fire. Gasoline will be best for this, and multiple liters of it. Enter the target location. The location is to be crowded, cramped and with little exits for optimal results. Take out the can filled with fuel. Splash the crowds of people with the fuel. The splashing should only take seconds. Throw the can when the can has been emptied of fuel or when the crowd is beginning to realize they are being covered in fuel. Ignite the fuel before a person in the crowd attempts to tackle you. If you are planning to set yourself on fire too, carry flammable explosives around your chest. Preferably stand near an exit, as people will attempt to run away from the explosion.



With 40 liters of gasoline, this is what Shinji Aoba managed to do to the Kyoto Animation Studio 1 building. 36 people were killed.

Nature can be the target of arson for causing economic damage. Nature itself has caused massive fires which are considered natural disasters. For example the California fire of 2009 caused more than 2 billion dollars in damages. The location selected is to be placed on the opposite direction of the wind. It is optimal to set aflame the tree crowns in forests where the branches between the trees are concentrated. It is advised to select multiple locations to execute arson on. Doing so will strain the firefighters which will be sent to the locations when they are alerted of the forest fires. You could set up time firebombs. Executing arson in nature is unlikely to cause any deaths of person but will cause massive economic loss.

Pillows

This a method used by John Leonard Orr (nicknamed the “Pillow Pyro”) to cause several hundred arson attacks. He was a firefighter and was only identified due to him being connected to the places that were attacked.

Source: [\[1\]](#).

The device is made with a cigarette with matches wrapped in ruled writing paper and secured by a rubber band. The cigarette is lit and after a set amount of time, the fire will set the matches and paper on fire. This will cause the fire. Orr was called the “Pillow Pyro” as he hid these devices in very flammable cotton pillows. So all he had to do was light the contraption, put it in a pillow, and then hide the pillow at the target location. Ensure that the cigarette will be able to reach the match-heads.

Fugitive

By Anonymous

You have committed a very brutal operation and are certain that law enforcement will identify and arrest you. What now? There are three choices. You could be arrested and spend your life in jail, or until you are saved if there is a powerful organization. You could die in combat with police or die by suicide. Or you could become a fugitive. Beware that Interpol have you wanted for years.

It is best if you go to another region, but staying may work in larger regions. Yaser Abdel Said, an Egyptian-American murderer, managed to evade law enforcement from

2008 to 2020. He had stayed in the USA with the aid of his 2 sons who rented him apartments. A person at one of the apartments recognized Yaser in 2017, and he was captured in 2020 as police had began 24-hour surveillance on a home in Justin, Texas. There they captured Yaser.

One could become a fugitive in another region. There are many organizations that would gladly let you join after killing some of their enemies, if you hold similar beliefs to them. Here are some armed organizations:

Organization	Ideology	Size	Can I join?*	Power
Ahrar al-Sham.	Sunni Jihadism.	20,000.	Yes.	Moderate.
Al-Qaeda.	Sunni Jihadism.	40,000.	Yes.	Strong.
Azov Battalion.	Nationalism.	1,000.	Probably not.	Moderate.
Donetsk Republic.	Nationalism.	25,000.	Possibly.	Strong.
Hamas.	Sunni Jihadism.	25,000.	Possibly.	Strong.
Hezbollah.	Shia Jihadism.	100,000.	Possibly.	Strong.
Islamic State.	Sunni Jihadism.	100,000.	Yes.	Strong.
Leon Sedov Brigade.	Communism.	200.	Possibly.	Weak.
Liwa Fatemiyoun.	Shia Jihadism.	15,000.	Probably not.	Moderate.
LRA.	Christianity?	?	No.	Weak.
Luhansk Republic.	Nationalism.	15,000.	Possibly.	Moderate.
Naxalites.	Communism.	20,000.	Probably not.	Moderate.
NRF.	Anti-Taliban?	8,000.	No.	Weak.
Philippine Communists.	Communism.	?	No.	Weak.
Shining Path.	Communism.	4,200.	Probably not.	Moderate.
YPG.	Far-left.	135,000.	Yes.	Strong.

*The possibility for a foreign volunteer to join the organization if they hold similar beliefs and are willing to fight.



British volunteers of the YPG.



Volunteers of the Islamic State.



Volunteers of the Azov Battalion.

There are many flavors of extremism and anti status quo action, as these images illustrate. Pick the organization you will be joining wisely. Join the group with the ideas most like yours. As a fugitive, you will be spending a long time with these people, so you will need to learn their culture, manners, and language. And do not worry about loneliness, the women in these regions are much more traditional than those back home! Maybe not.

The life of a fugitive is not to be viewed as easy though. You will have to be a militant for the organization you join. You might be kept out of a couple battles if you executed a particularly effective operation as the organization will keep you around for propaganda reasons (see Jihadi John). It is best to begin building a solid reputation in the organization to disincentivise other members from collaborating with Interpol.

There are numerous ways to get to the locations operated by the organization that will protect you as a fugitive. Possibly the best technique would be to fly to the target. Consider this plan:

1. Detonate car bomb against powerful institution. You are certain to be found out.
2. Take numerous safety precautions to slow the investigation.
3. Use that spare time to fly to another region occupied by the organization.
4. Quickly join the organization.
5. Live far off while defending yourself from Interpol.

Ensure that the airports will not be closed after the operation has been executed. This can be done by not targeting airports or places near to airports. In case of failure, save a backup plan. Maybe go to another airport, or attack another target and die as a martyr or be captured.

Backpack

By Anonymous

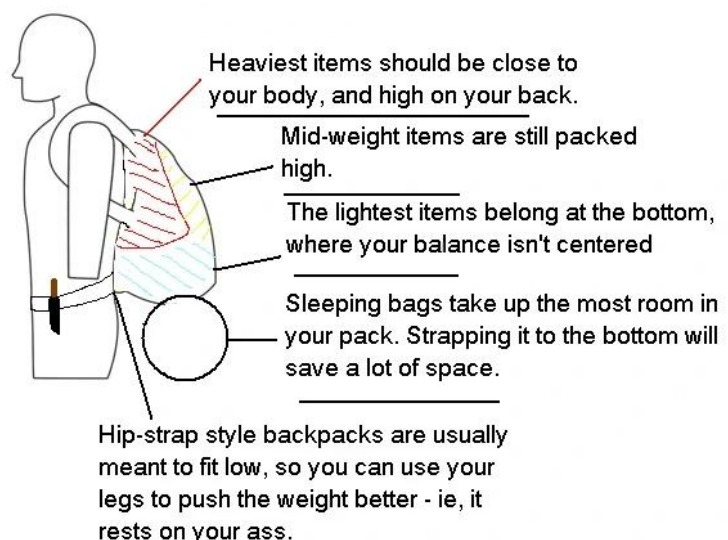
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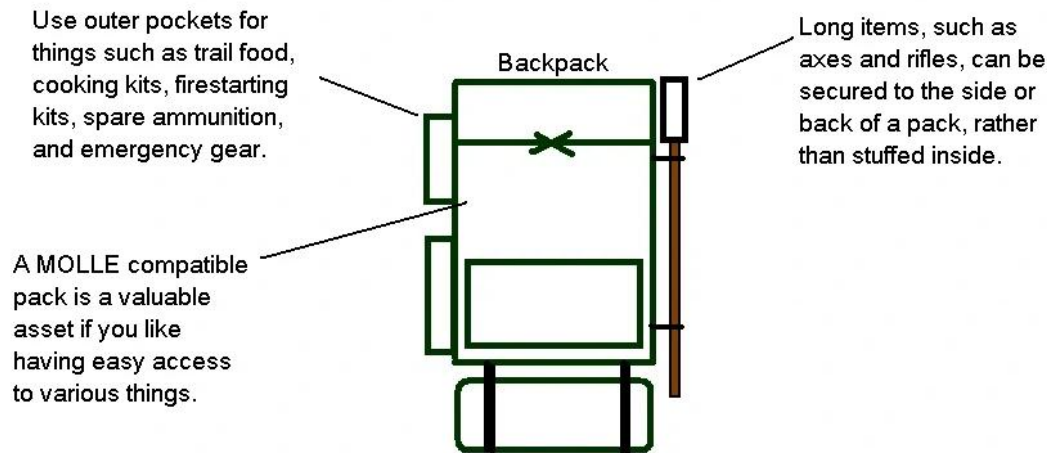
Saving a few ounces when packing up can be a lifesaver when you're 20 km in. Try to pack the fewest items, without skimping out on the necessities. Your packout is important. Everything you deem important will be carried by you for several kilometers on end. After a 20 km hike, a five pound difference in weight is going to feel like a twenty pound difference. If you're carrying everything on your back, try to minimize the amount of gear you're carrying.

When traveling in groups, this is easier. Have one man carry each type of item, i.e. one man carries a tent, another food, etc. Using communal gear can save 10 kg for each man.

Keep everything you might need at a moment's notice on your belt. Knives go on belts. Pistols go on belts. Axes and rifles can stay in the bag until you need to use them.

Keep a garbage bag handy to cover your bag when it gets rainy. If you have to travel through water, like crossing a river, then wrap your pack in two bags, leaving lots of air, and use it as a flotation device to get across. On that note, strip down if you're going to get wet. Better cold for twenty minutes than cold for twenty hours.





Shelter

By Anonymous

Source: [\[1\]](#).

Pages 1-6.

A shelter can protect you from the sun, insects, wind, rain, snow, hot or cold temperatures, and enemy observation. It can give you a feeling of well-being. It can help you maintain your will to survive.

In some areas, your need for shelter may take precedence over your need for food and possibly even your need for water. For example, prolonged exposure to cold can cause excessive fatigue and weakness (exhaustion). An exhausted person may develop a "passive" outlook, thereby losing the will to survive.

The most common error in making a shelter is to make it too large. A shelter must be large enough to protect you. It must also be small enough to contain your body heat, especially in cold climates.

When you are in a survival situation and realize that shelter is a high priority, start looking for shelter as soon as possible. As you do so, remember what you will need at the site. Two requisites are—

- It must contain material to make the type of shelter you need.
- It must be large enough and level enough for you to lie down comfortably.

When you consider these requisites, however, you cannot ignore your tactical situation or your safety. You must also consider whether the site—

- Provides concealment from enemy observation.
- Has camouflaged escape routes.
- Is suitable for signaling, if necessary.
- Provides protection against wild animals and rocks and dead trees that might fall.
- Is free from insects, reptiles, and poisonous plants.

You must also remember the problems that could arise in your environment. For instance—

- Avoid flash flood areas in foothills.
- Avoid avalanche or rockslide areas in mountainous terrain.

- Avoid sites near bodies of water that are below the high water mark.

In some areas, the season of the year has a strong bearing on the site you select. Ideal sites for a shelter differ in winter and summer. During cold winter months you will want a site that will protect you from the cold and wind, but will have a source of fuel and water. During summer months in the same area you will want a source of water, but you will want the site to be almost insect free.

When considering shelter site selection, use the word BLISS as a guide.

B - Blend in with the surroundings.

L - Low silhouette.

I - Irregular shape.

S - Small.

S - Secluded location.

When looking for a shelter site, keep in mind the type of shelter (protection) you need. However, you must also consider—

- How much time and effort you need to build the shelter.
- If the shelter will adequately protect you from the elements (sun, wind, rain, snow).
- If you have the tools to build it. If not, can you make improvised tools?
- If you have the type and amount of materials needed to build it.

To answer these questions, you need to know how to make various types of shelters and what materials you need to make them.

Poncho Lean-To: It takes only a short time and minimal equipment to build this lean-to (Figure 5-1). You need a poncho, 2 to 3 meters of rope or parachute suspension line, three stakes about 30 centimeters long, and two trees or two poles 2 to 3 meters apart. Before selecting the trees you will use or the location of your poles, check the wind direction. Ensure that the back of your lean-to will be into the wind. To make the lean-to—

- 1) Tie off the hood of the poncho. Pull the drawstring tight, roll the hood longways, fold it into thirds, and tie it off with the drawstring.
- 2) Cut the rope in half. On one long side of the poncho, tie half of the rope to the corner grommet. Tie the other half to the other corner grommet.
- 3) Attach a drip stick (about a 10-centimeter stick) to each rope about 2.5 centimeters from the grommet. These drip sticks will keep rainwater from running down the ropes into the lean-to. Tying strings (about 10 centimeters long) to each grommet along the poncho's top edge will allow the water to run to and down the line without dripping into the shelter.
- 4) Tie the ropes about waist high on the trees (uprights). Use a round turn and two half hitches with a quick-release knot.
- 5) Spread the poncho and anchor it to the ground, putting sharpened sticks through the grommets and into the ground.

If you plan to use the lean-to for more than one night, or you expect rain, make a center support for the lean-to. Make this support with a line. Attach one end of the line to the poncho hood and the other end to an overhanging branch. Make sure there is no slack in the line. Another method is to place a stick upright under the center of the lean-to. This method, however, will restrict your space and movements in the shelter.

For additional protection from wind and rain, place some brush, your rucksack, or other equipment at the sides of the lean-to.

To reduce heat loss to the ground, place some type of insulating material, such as leaves or pine needles, inside your lean-to.

Note: When at rest, you lose as much as 80 percent of your body heat to the ground.

To increase your security from enemy observation, lower the lean-to's silhouette by making two changes. First, secure the support lines to the trees at knee height (not at waist height) using two knee-high sticks in the two center grommets (sides of lean-to). Second, angle the poncho to the ground, securing it with sharpened sticks, as above.

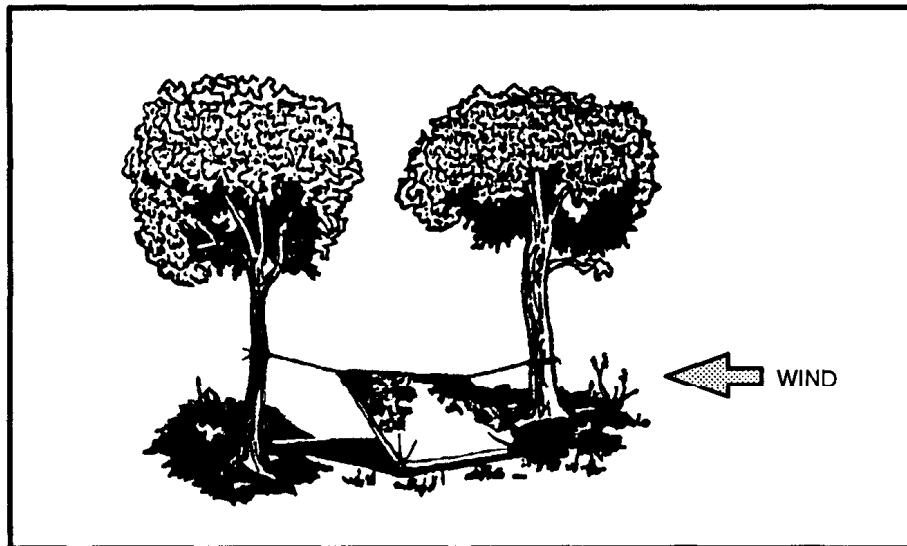


Figure 5-1. Poncho lean-to.

Poncho tent: This tent (Figure 5-2) provides a low silhouette. It also protects you from the elements on two sides. It has, however, less usable space and observation area than a lean-to, decreasing your reaction time to enemy detection. To make this tent, you need a poncho, two 1.5- to 2.5-meter ropes, six sharpened sticks about 30 centimeters long, and two trees 2 to 3 meters apart. To make the tent—

- 1) Tie off the poncho hood in the same way as the poncho lean-to.
- 2) Tie a 1.5- to 2.5-meter rope to the center grommet on each side of the poncho.
- 3) Tie the other ends of these ropes at about knee height to two trees 2 to 3 meters apart and stretch the poncho tight.
- 4) Draw one side of the poncho tight and secure it to the ground pushing sharpened sticks through the grommets.
- 5) Follow the same procedure on the other side.

the center of the tent (Figure 5-3). Use two 90- to 120-centimeter-long sticks, one with a forked end, to form the A-frame. Tie the hood's draw- string to the A-frame to support the center of the tent.

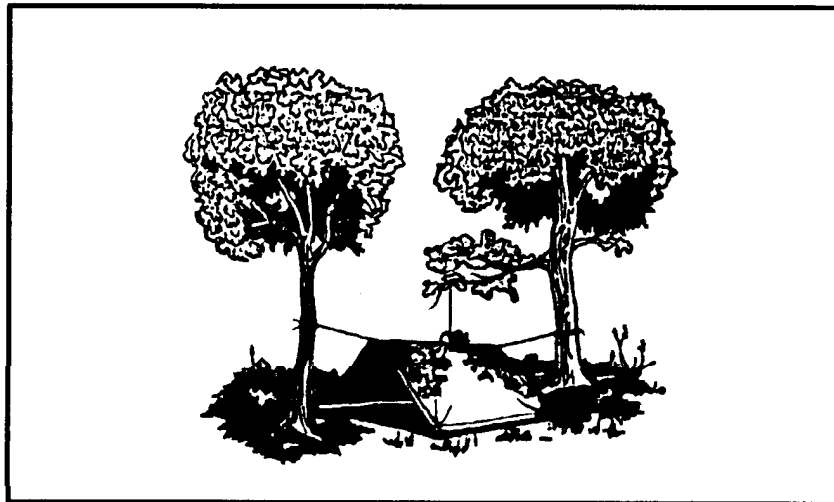


Figure 5-2. Poncho tent using overhanging branch.

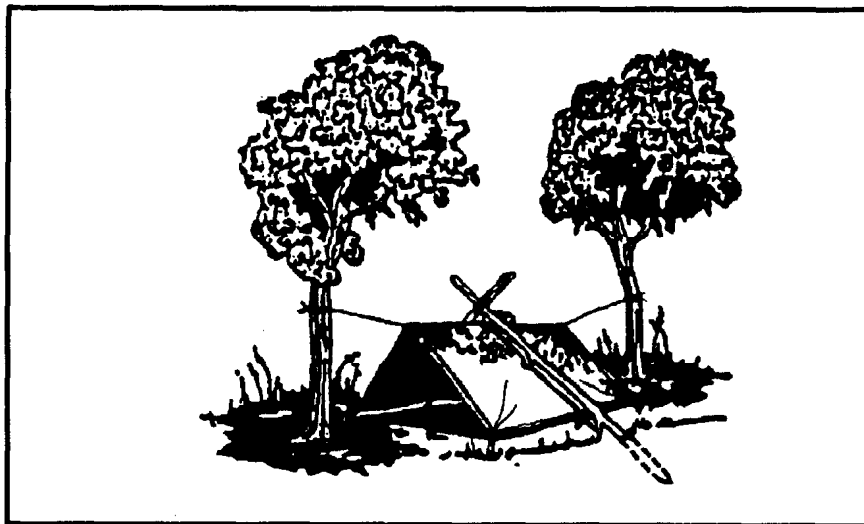


Figure 5-3. Poncho tent with A-frame.

Pages 11-20.

Field-Expedient Lean-To: If you are in a wooded area and have enough natural materials, you can make a field-expedient lean-to (Figure 5-9) without the aid of tools or with only a knife. It takes longer to make this type of shelter than it does to make other types, but it will protect you from the elements.

You will need two trees (or upright poles) about 2 meters apart; one pole about 2 meters long and 2.5 centimeters in diameter; five to eight poles about 3 meters long and 2.5 centimeters in diameter for beams; cord or vines for securing the horizontal support to the trees; and other poles, saplings, or vines to crisscross the beams. To make this lean-to—

- 1) Tie the 2-meter pole to the two trees at waist to chest height. This is the horizontal support. If a standing tree is not available, construct a biped using Y-shaped sticks or two tripods.

- 2) Place one end of the beams (3-meter poles) on one side of the horizontal support. As with all lean-to type shelters, be sure to place the lean-to's backside into the wind.

- 3) Crisscross saplings or vines on the beams.
- 4) Cover the framework with brush, leaves, pine needles, or grass, starting at the bottom and working your way up like shingling.
- 5) Place straw, leaves, pine needles, or grass inside the shelter for bedding.

In cold weather, add to your lean-to's comfort by building a fire reflector wall (Figure 5-9). Drive four 1.5-meter-long stakes into the ground to support the wall. Stack green logs on top of one another between the support stakes. Form two rows of stacked logs to create an inner space within the wall that you can fill with dirt. This action not only strengthens the wall but makes it more heat reflective. Bind the top of the support stakes so that the green logs and dirt will stay in place.

With just a little more effort you can have a drying rack. Cut a few 2-centimeter-diameter poles (length depends on the distance between the lean-to's horizontal support and the top of the fire reflector wall). Lay one end of the poles on the lean-to support and the other end on top of the reflector wall. Place and tie into place smaller sticks across these poles. You now have a place to dry clothes, meat, or fish.

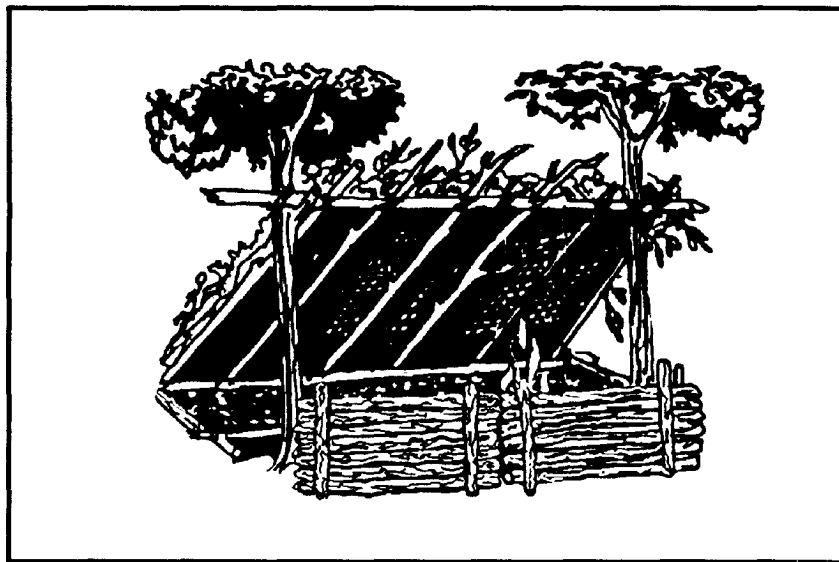


Figure 5-9. Field-expedient lean-to and fire reflector.

Swamp Bed: In a marsh or swamp, or any area with standing water or continually wet ground, the swamp bed (Figure 5-10) keeps you out of the water. When selecting such a site, consider the weather, wind, tides, and available materials. To make a swamp bed—

- 1) Look for four trees clustered in a rectangle, or cut four poles (bamboo is ideal) and drive them firmly into the ground so they form a rectangle. They should be far enough apart and strong enough to support your height and weight, to include equipment.
- 2) Cut two poles that span the width of the rectangle. They, too, must be strong enough to support your weight.
- 3) Secure these two poles to the trees (or poles). Be sure they are high enough above the ground or water to allow for tides and high water.
- 4) Cut additional poles that span the rectangle's length. Lay them across the two side poles, and secure them.
- 5) Cover the top of the bed frame with broad leaves or grass to form a soft sleeping surface.

6) Build a fire pad by laying clay, silt, or mud on one corner of the swamp bed and allow it to dry.

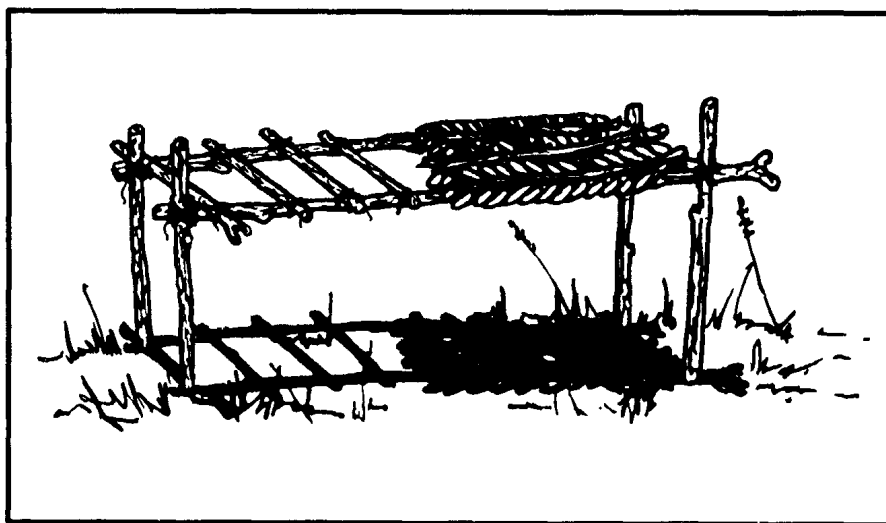


Figure 5-10. Swamp bed.

Another shelter designed to get you above and out of the water or wet ground uses the same rectangular configuration as the swamp bed. You very simply lay sticks and branches lengthwise on the inside of the trees (or poles) until there is enough material to raise the sleeping surface above the water level.

Natural Shelters: Do not overlook natural formations that provide shelter. Examples are caves, rocky crevices, clumps of bushes, small depressions, large rocks on leeward sides of hills, large trees with low-hanging limbs, and fallen trees with thick branches. However, when selecting a natural formation—

- Stay away from low ground such as ravines, narrow valleys, or creek beds. Low areas collect the heavy cold air at night and are therefore colder than the surrounding high ground. Thick, brushy, low ground also harbors more insects.
- Check for poisonous snakes, ticks, mites, scorpions, and stinging ants. Look for loose rocks, dead limbs, coconuts, or other natural growth that could fall on your shelter.

Debris Hut: For warmth and ease of construction, this shelter is one of the best. When shelter is essential to survival, build this shelter. To make a debris hut (Figure 5-11)—

- 1) Build it by making a tripod with two short stakes and a long ridgepole or by placing one end of a long ridgepole on top of a sturdy base.
- 2) Secure the ridgepole (pole running the length of the shelter) using the tripod method or by anchoring it to a tree at about waist height.
- 3) Prop large sticks along both sides of the ridgepole to create a wedge-shaped ribbing effect. Ensure the ribbing is wide enough to accommodate your body and steep enough to shed moisture.
- 4) Place finer sticks and brush crosswise on the ribbing. These form a latticework that will keep the insulating material (grass, pine needles, leaves) from falling through the ribbing into the sleeping area.
- 5) Add light, dry, if possible, soft debris over the ribbing until the insulating material is at least 1 meter thick—the thicker the better.
- 6) Place a 30-centimeter layer of insulating material inside the shelter.

- 7) At the entrance, pile insulating material that you can drag to you once inside the shelter to close the entrance or build a door.
- 8) As a final step in constructing this shelter, add shingling material or branches on top of the debris layer to prevent the insulating material from blowing away in a storm.

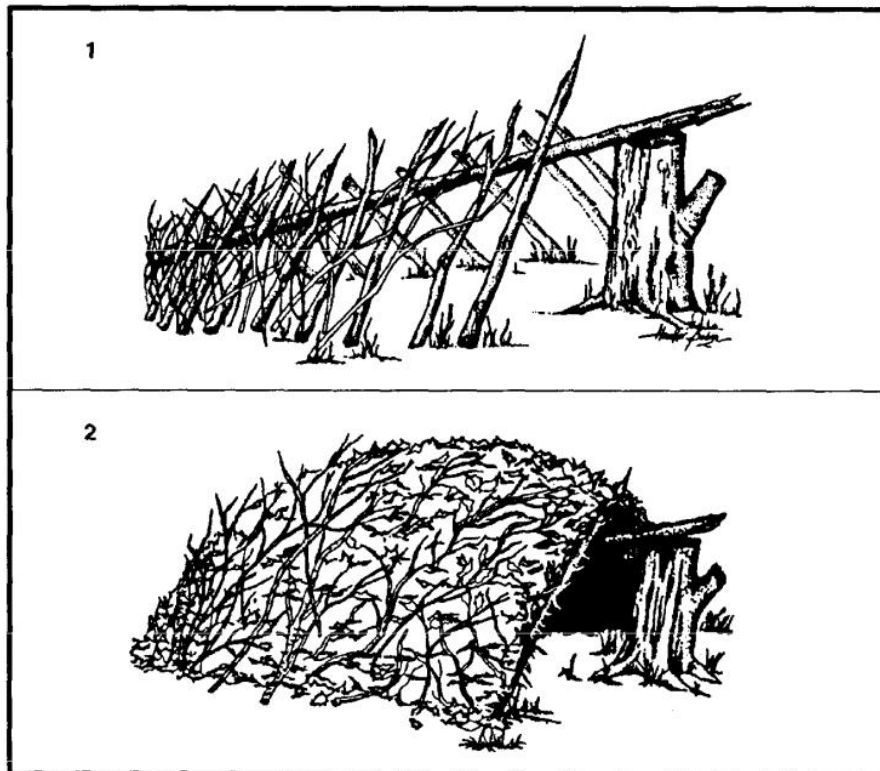


Figure 5-11. Debris hut.

Tree-Pit Snow Shelter: If you are in a cold, snow-covered area where evergreen trees grow and you have a digging tool, you can make a tree-pit shelter (Figure 5-12). To make this shelter (Figure 5-13)—

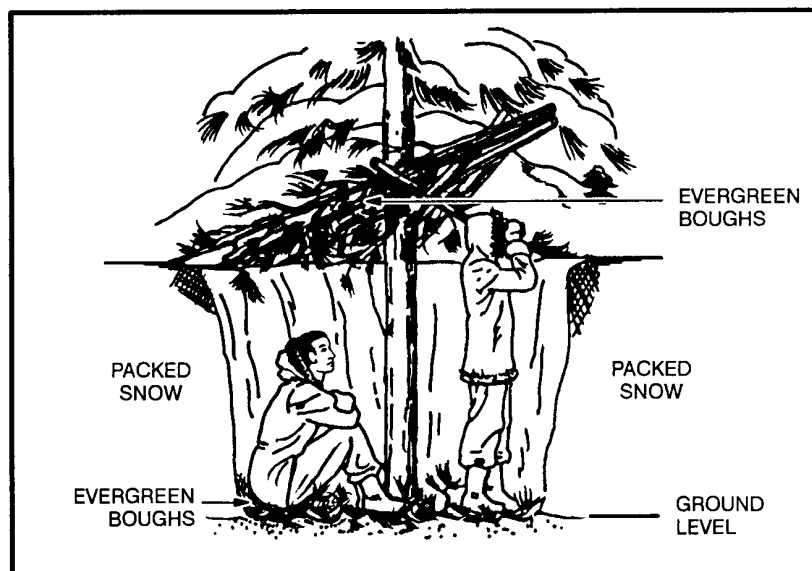


Figure 5-12. Tree-pit snow shelter.

- 1) Find a tree with bushy branches that provides overhead cover.

- 2) Dig out the snow around the tree trunk until you reach the depth and diameter you desire, or until you reach the ground.
- 3) Pack the snow around the top and the inside of the hole to provide support.
- 4) Find and cut other evergreen boughs. Place them over the top of the pit to give you additional overhead cover. Place evergreen boughs in the bottom of the pit for insulation.

Beach Shade Shelter: This shelter protects you from the sun, wind, rain, and heat. It is easy to make using natural materials. To make this shelter (Figure 5-13)—

- 1) Find and collect driftwood or other natural material to use as support beams and as a digging tool.
- 2) Select a site that is above the high water mark.
- 3) Scrape or dig out a trench running north to south so that it receives the least amount of sunlight. Make the trench long and wide enough for you to lie down comfortably.
- 4) Mound soil on three sides of the trench. The higher the mound, the more space inside the shelter.
- 5) Lay support beams (driftwood or other natural material) that span the trench on top of the mound to form the framework for a roof.
- 6) Enlarge the shelter's entrance by digging out more sand in front of it.
- 7) Use natural materials such as grass or leaves to form a bed inside the shelter.

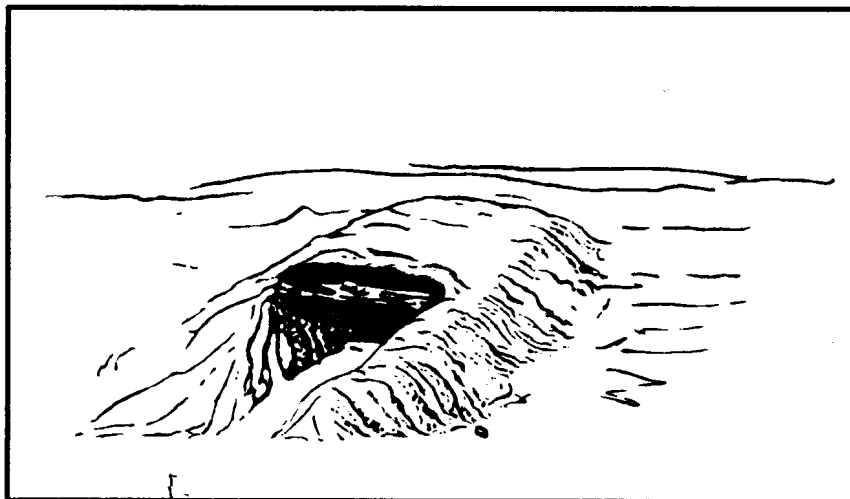


Figure 5-13. Beach shade shelter.

Desert Shelters: In an arid environment, consider the time, effort, and material needed to make a shelter. If you have material such as a poncho, canvas, or a parachute, use it along with such terrain features as rock outcropping, mounds of sand, or a depression between dunes or rocks to make your shelter.

Using rock outcroppings—

- 1) Anchor one end of your poncho (canvas, parachute, or other material) on the edge of the outcrop using rocks or other weights.
- 2) Extend and anchor the other end of the poncho so it provides the best possible shade.

In a sandy area—

- 1) Build a mound of sand or use the side of a sand dune for one side of the shelter.
- 2) Anchor one end of the material on top of the mound using sand or other weights.

3) Extend and anchor the other end of the material so it provides the best possible shade.

Note: If you have enough material, fold it in half and form a 30-centimeter to 45-centimeter airspace between the two halves. This airspace will reduce the temperature under the shelter.

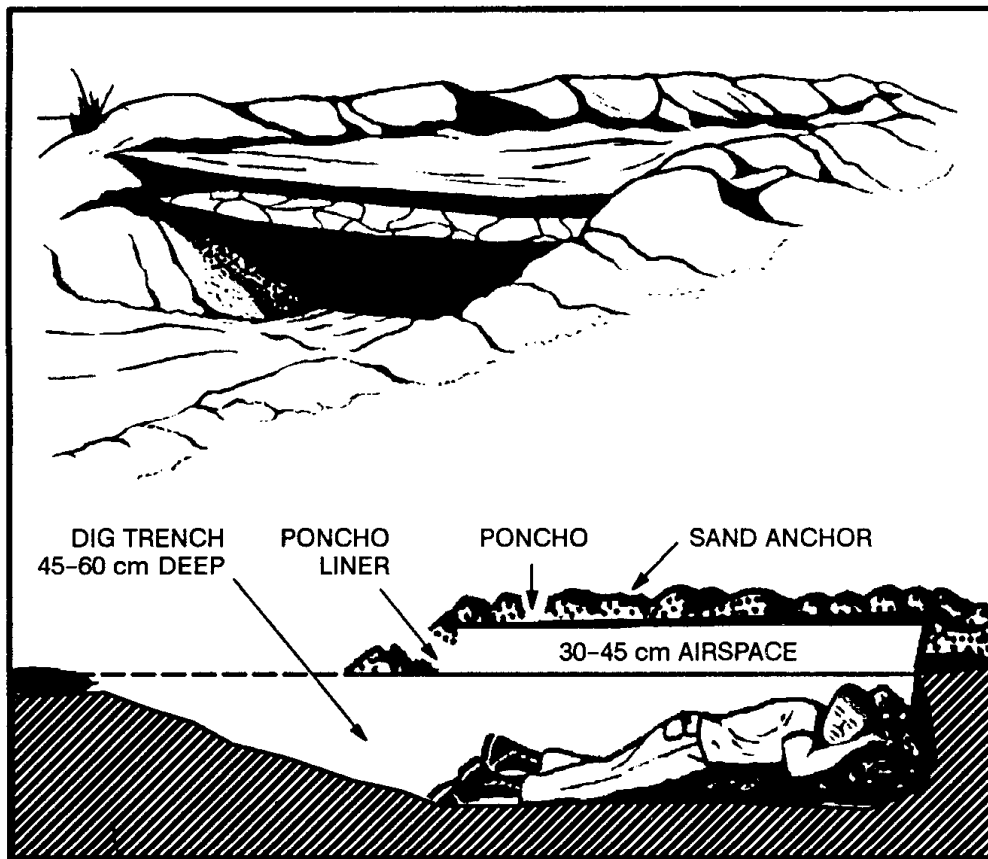


Figure 5-14. Belowground desert shelter.

A belowground shelter (Figure 5-14) can reduce the midday heat as much as 16 to 22 degrees C (30 to 40 degrees F). Building it, however, requires more time and effort than for other shelters. Since your physical effort will make you sweat more and increase dehydration, construct it before the heat of the day. To make this shelter—

- 1) Find a low spot or depression between dunes or rocks. If necessary, dig a trench 45 to 60 centimeters deep and long and wide enough for you to lie in comfortably.
- 2) Pile the sand you take from the trench to form a mound around three sides.
- 3) On the open end of the trench, dig out more sand so you can get in and out of your shelter easily.
- 4) Cover the trench with your material.
- 5) Secure the material in place using sand, rocks, or other weights.

If you have extra material, you can further decrease the mid day temperature in the trench by securing the material 30 to 45 centimeters above the other cover. This layering of the material will reduce the inside temperature 11 to 22 degrees C (20 to 40 degrees F).

Another type of belowground shade shelter is of similar construction, except all sides are open to air currents and circulation. For maximum protection, you need a minimum of two layers of parachute material (Figure 5-15). White is the best color to reflect heat; the innermost layer should be of darker material.

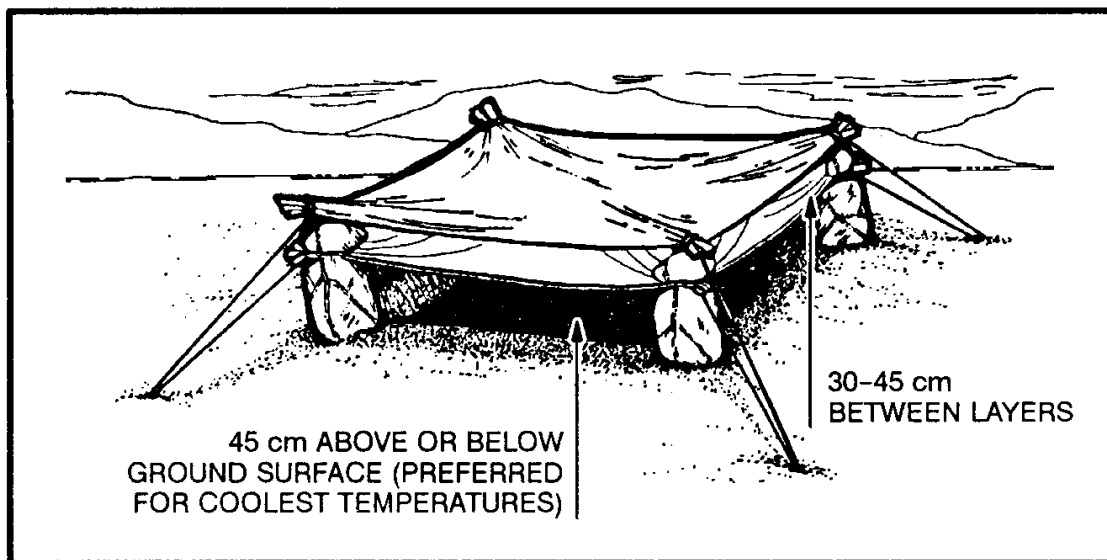


Figure 5-15. Open desert shelter.

Starting Fires

By Anonymous

Source: [\[1\]](#).

Pages 1-12.

In many survival situations, the ability to start a fire can make the difference between living and dying. Fire can fulfill many needs. It can provide warmth and comfort. It not only cooks and preserves food, it also provides warmth in the form of heated food that saves calories our body normally uses to produce body heat. You can use fire to purify water, sterilize bandages, signal for rescue, and provide protection from animals. It can be a psychological boost by providing peace of mind and companionship. You can also use fire to produce tools and weapons.

Fire can cause problems, as well. The enemy can detect the smoke and light it produces. It can cause forest fires or destroy essential equipment. Fire can also cause burns carbon monoxide poisoning when used in shelters. Remember weigh your need for fire against your need to avoid enemy detection.

To build a fire, it helps to understand the basic principles of a fire. Fuel (in a non-gaseous state) does not burn directly. When you apply heat to a fuel, it produces a gas. This gas, combined with oxygen in the air, burns. Understanding the concept of the fire triangle is very important in constructing and maintaining a fire. The three sides of the triangle represent air, heat, and fuel. If you remove any of these, the fire will go out. The correct ratio of these components is very important for a fire to burn at its greatest capability. The only way to learn this ratio is to practice.

You will have to decide what site and arrangement to use. Before building a fire consider—

- The area (terrain and climate) in which you are operating.
- The materials and tools available.
- Time: how much time you have?
- Need: why you need a fire?
- Security: how close is the enemy?

Look for a dry spot that—

- Is protected from the wind.
- Is suitably placed in relation to your shelter (if any).
- Will concentrate the heat in the direction you desire.
- Has a supply of wood or other fuel available.

If you are in a wooded or brush-covered area, clear the brush and scrape the surface soil from the spot you have selected. Clear a circle at least 1 meter in diameter so there is little chance of the fire spreading. If time allows, construct a fire wall using logs or rocks. This wall will help to reflector direct the heat where you want it (Figure 7-1). It will also reduce flying sparks and cut down on the amount of wind blowing into the fire. However, you will need enough wind to keep the fire burning.

CAUTION: Do not use wet or porous rocks. The water could turn to steam when heated cause the rocks to 'explode'.

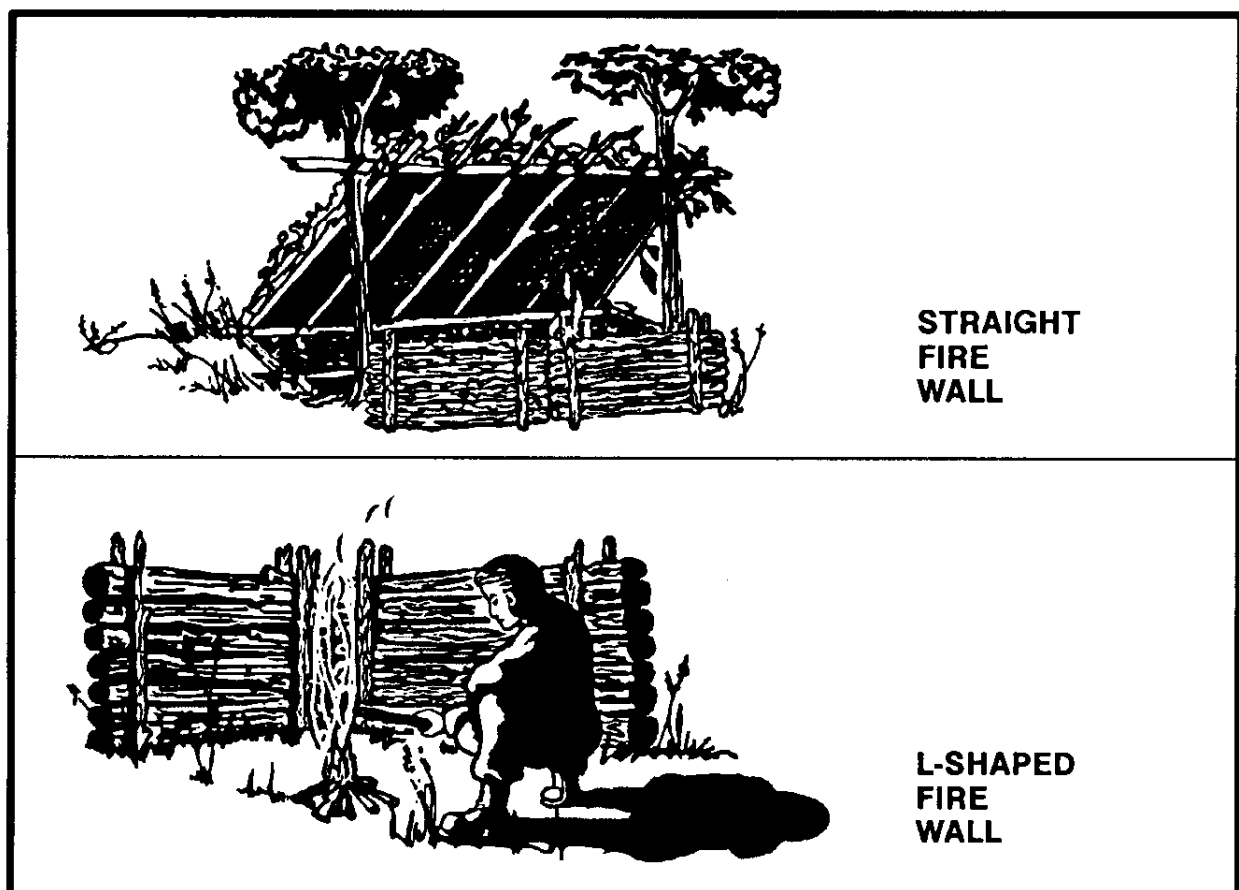


Figure 7-1. Types of fire walls.

In some situations, you may find that an underground fireplace will best meet your needs. It conceals the fire and serves well for cooking food. To make an underground fireplace or Dakota fire hole (Figure 7-2)—

- 1) Dig a hole in the ground.
- 2) On the upwind side of this hole, poke or dig a large connecting hole for ventilation.
- 3) Build your fire in the hole as illustrated.

If you are in a snow-covered area, use green logs to make a dry base for your fire. Trees with wrist-sized trunks are easily broken in extreme cold. Cut or break several green logs and lay them side by side on top of the snow. Add one or two more layers. Lay the top layer of logs opposite those below it.

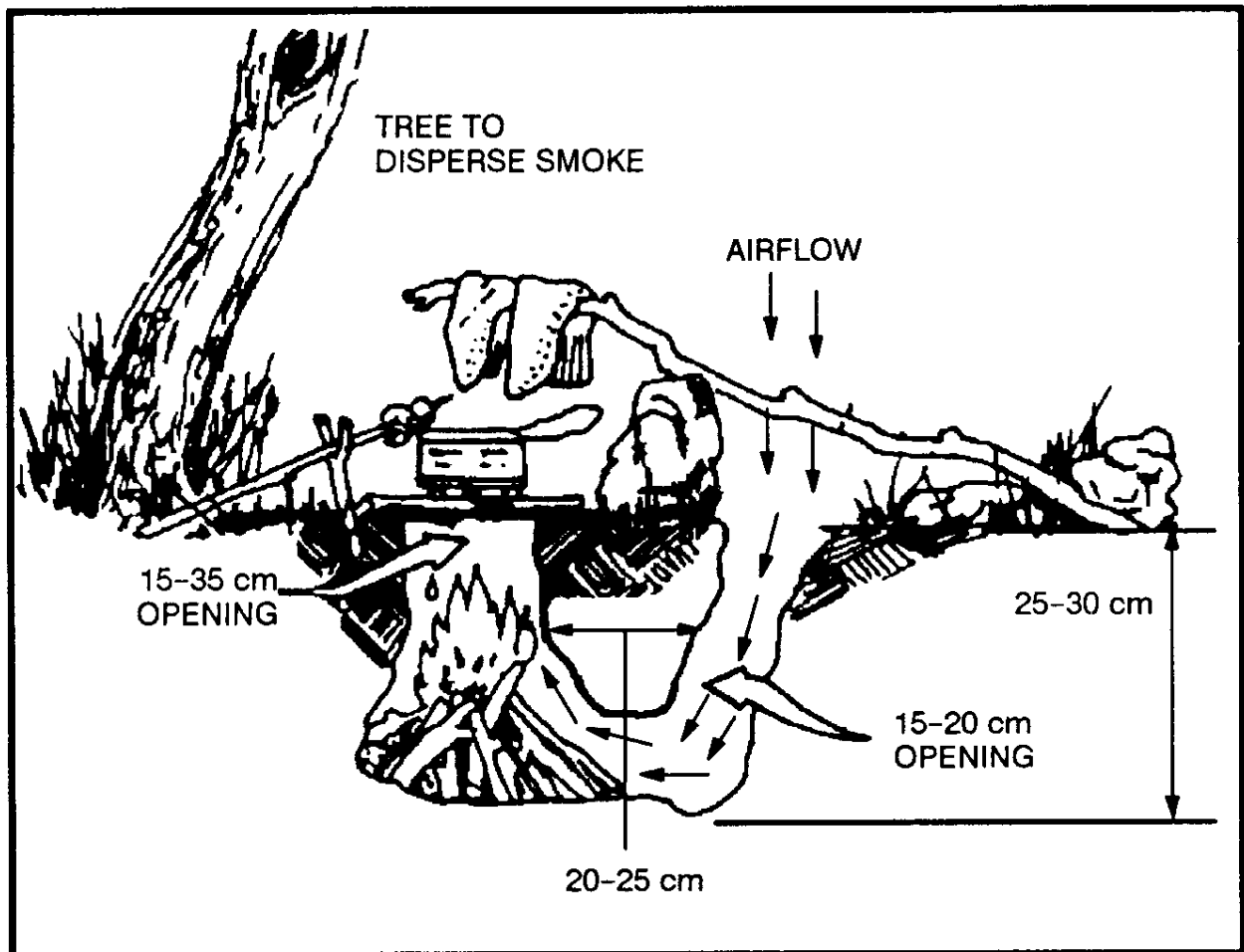


Figure 7-2. Dakota fire hole.

You need three types of materials to build a fire—tinder, kindling, and fuel.

Tinder is dry material that ignites with little heat—a spark starts a fire. The tinder must be absolutely dry to be sure just a spark will ignite it. If you only have a device that generates sparks, charred cloth will be almost essential. It holds a spark for long periods, allowing you to put tinder on the hot area to generate a small flame. You can make charred cloth by heating cotton cloth until it turns black, but does not burn. Once it is black, you must keep it in an airtight container to keep it dry. Prepare this cloth well in advance of any survival situation. Add it to your individual survival kit.

Kindling is readily combustible material that you add to the burning tinder. Again, this material should be absolutely dry to ensure rapid burning. Kindling increases the fire's temperature so that it will ignite less combustible material.

Fuel is less combustible material that burns slowly and steadily once ignited.

There are several methods for laying a fire, each of which has advantages. The situation you find yourself in will determine which fire to use.

Tepee: To make this fire (Figure 7-5), arrange the tinder and a few sticks of kindling in the shape of a tepee or cone. Light the center. As the tepee burns, the outside logs will fall inward, feeding the fire. This type of fire burns well even with wet wood.

Lean-To: To lay this fire (Figure 7-5), push a green stick into the ground at a 30-degree angle. Point the end of the stick in the direction of the wind. Place some tinder deep under this lean-to stick. Lean pieces of kindling against the lean-to stick. Light the tinder. As the kindling catches fire from the tinder, add more kindling.

Cross-Ditch: To use this method (Figure 7-5), scratch a cross about 30 centimeters in size in the ground. Dig the cross 7.5 centimeters deep. Put a large wad of tinder in the middle of the cross. Build a kindling pyramid above the tinder. The shallow ditch allows air to sweep under the tinder to provide a draft.

Pyramid: To lay this fire (Figure 7-5), place two small logs or branches parallel on the ground. Place a solid layer of small logs across the parallel logs. Add three or four more layers of logs or branches, each layer smaller than and at a right angle to the layer below it. Make a starter fire on top of the pyramid. As the starter fire burns, it will ignite the logs below it. This gives you a fire that burns downward, requiring no attention during the night.

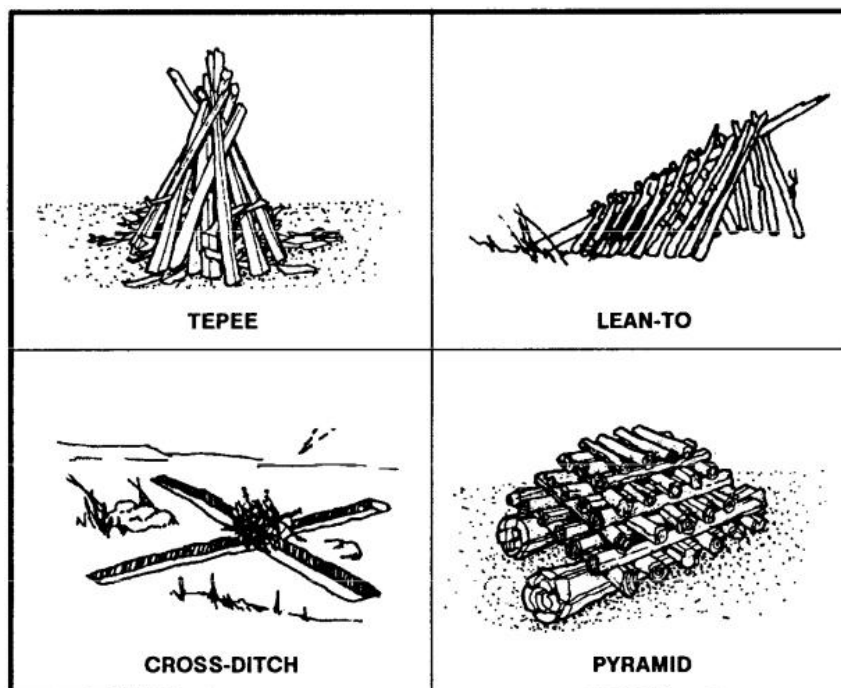


Figure 7-5. Methods for laying fires.

There are several other ways to lay a fire that are quite effective. Your situation and the material available in the area may make another method more suitable.

Now how to light a fire. Always light your fire from the upwind side. Make sure to lay your tinder, kindling, and fuel so that your fire will burn as long as you need it. Igniters provide the initial heat required to start the tinder burning. They fall into two categories: modern methods and primitive methods.

First the modern methods. Modern igniters use modern devices—items we normally think of to start a fire.

Lighter: A simple to use tool that requires lighter fluid to function. Choose one whose fuel can be replaced.

Matches: Make sure these matches are waterproof. Also, store them in a water-proof container along with a dependable striker pad.

Convex lens: Use this method only on bright, sunny days. The lens can come from binoculars, camera, telescopic sights, or magnifying glasses. Angle the lens to concentrate the sun's rays on the tinder. Hold the lens over the same spot until the tinder begins to smolder. Gently blow or fan the tinder into flame, and apply it to the fire lay.

Metal match: Place a flat, dry leaf under your tinder with a portion exposed. Place the tip of the metal match on the dry leaf, holding the metal match in one hand and a knife in the other. Scrape your knife against the metal match to produce sparks. The sparks will hit the tinder. When the tinder starts to smolder, proceed as above.

Battery: Use a battery to generate a spark. Use of this method depends on the type of battery available. Attach a wire to each terminal. Touch the ends of the bare wires together next to the tinder so the sparks will ignite it.

Gunpowder: Often, you will have ammunition with your equipment. If so, carefully extract the bullet from the shell casing, and use the gunpowder as tinder. A spark will ignite the powder. Be extremely careful when extracting the bullet from the case.

Now the primitive methods. Primitive igniters are those attributed to our early ancestors.

Flint and Steel: The direct spark method is the easiest of the primitive methods to use. The flint and steel method is the most reliable of the direct spark methods. Strike a flint or other hard, sharp-edged rock edge with a piece of carbon steel (stainless steel will not produce a good spark). This method requires a loose-jointed wrist and practice. When a spark has caught in the tinder, blow on it. The spark will spread and burst into flames.

Fire-Plow: The fire-plow (Figure 7-7) is a friction method of ignition. You rub a hardwood shaft against a softer wood base. To use this method, cut a straight groove in the base and plow the blunt tip of the shaft up and down the groove. The plowing action of the shaft pushes out small particles of wood fibers. Then, as you apply more pressure on each stroke, the friction ignites the wood particles.

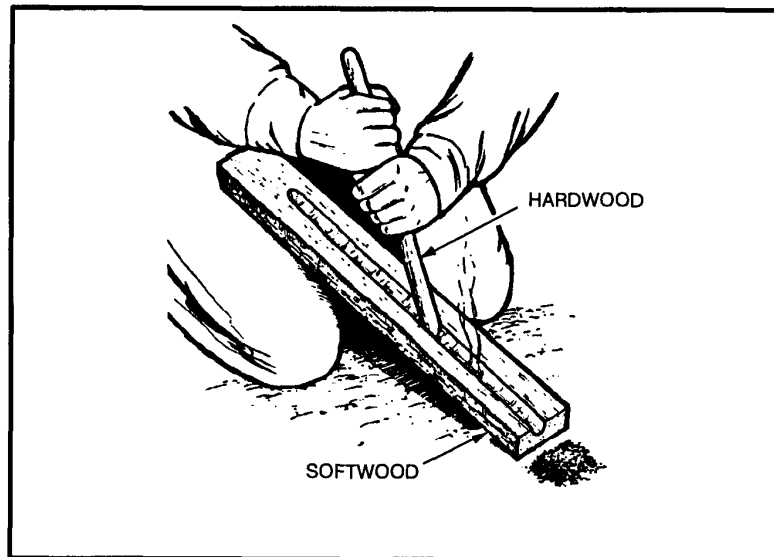


Figure 7-7. Fire-plow.

Bow Drill: The technique of starting a fire with a bow and drill (Figure 7-8) is simple, but you must exert much effort and be persistent to produce a fire. You need the following items to use this method:

- 1) Socket. The socket is an easily grasped stone or piece of hardwood or bone with a slight depression in one side. Use it to hold the drill in place and to apply downward pressure.
- 2) Drill. The drill should be a straight, seasoned hardwood stick about 2 centimeters in diameter and 25 centimeters long. The top end is round and the low end blunt (to produce more friction).
- 3) Fire board. Its size is up to you. A seasoned softwood board about 2.5 centimeters thick and 10 centimeters wide is preferable. Cut a depression about 2 centimeters from the edge on one side of the board. On the underside, make a V-shaped cut from the edge of the board to the depression.
- 4) Bow. The bow is a resilient, green stick about 2.5 centimeters in diameter and a string. The type of wood is not important. The bow-string can be any type of cordage. You tie the bowstring from one end of the bow to the other, without any slack.

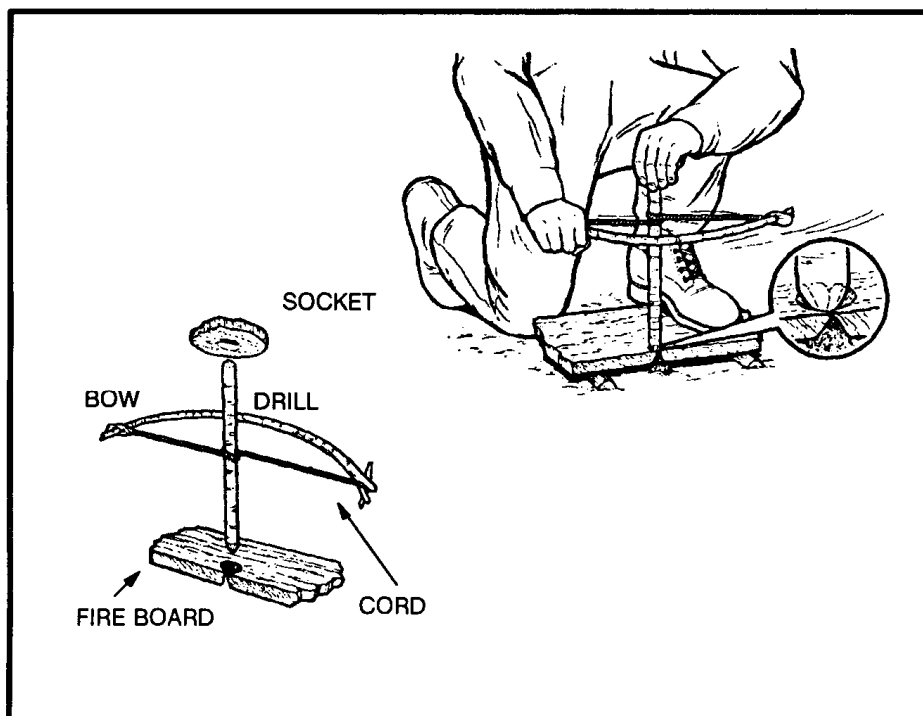


Figure 7-8. Bow and drill.

Helpful hints:

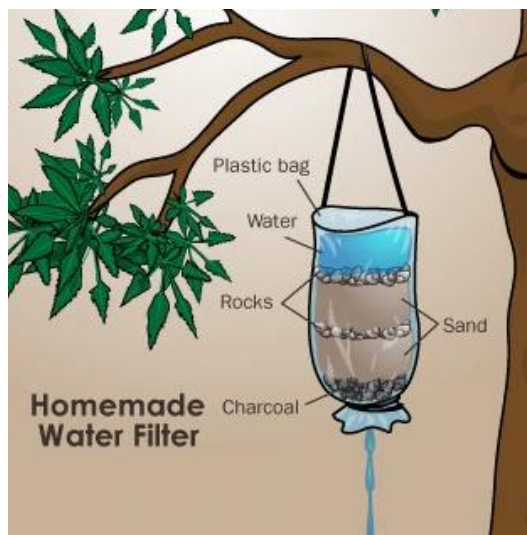
- Use nonaromatic seasoned hardwood for fuel, if possible.
- Collect kindling and tinder along the trail.
- Add insect repellent to the tinder.
- Keep the firewood dry.
- Dry damp firewood near the fire.
- Bank the fire to keep the coals alive overnight,
- Carry lighted punk, when possible.
- Be sure the fire is out before leaving camp.
- Do not select wood lying on the ground. It may appear to be dry but generally doesn't provide enough friction.

Filtering Water

By Anonymous

Drinking unfiltered water in the wilderness can be very dangerous. If a water filter is unavailable, it must be improvised. What will be needed is a plastic bag, charcoal, sand, rocks, and the water that is to be filtered. If desperate, one's clothes could take the place of the plastic bag.

Sometimes not even these materials will be available. Avoid slow moving streams, puddles, ponds, and lakes. Water springs and large fast moving streams will be the safest to drink from. Beware of crocodiles and alligators if they are common in the region.



Stockpiling Food And Water

By Anonymous

Storms, floods, nearby battles, sieges, etc. There are many reasons why a base could become isolated for a long period without any supply lines connected to it. The base will have to stockpile on those supplies in advance. Stocking up now on the right non-perishable food items will help you in these situations with less stress.

Source: [\[1\]](#).

Fueling your body during an emergency is very different from your everyday diet. (Think of how an emergency fund functions differently than a savings account.) Because you'll probably expend more energy than you normally would during your emergency plan, you should eat high-energy, high-protein foods. If the emergency is disease-related (as in the coronavirus pandemic), it is especially important to eat nutritious foods that will help you maintain good health. And because you'll have a limited supply in your emergency preparedness kit, the higher-quality foods you eat—and the fewer of them—the better.

These non-perishable food items (or close to it) have lengthy expiration dates, so you can stash them away for long periods of time. Make a list of everything in your stockpile and check expiration dates every six to 12 months to keep things fresh. And don't forget to have a can opener on hand at all times—all that food won't be of any

use if you can't open it. Some long-lasting foods are peanut butter, whole-wheat crackers, nuts and trail mixes, cereal, fruit bars, high-cacao chocolate, honey, dried fruits, dry meats (beef jerky) canned meats, canned vegetables, canned soups and chili, dry pasta and pasta sauces, powdered milk, and spices like salt (read next 2 paragraphs) and pepper. Store the food somewhere cool, dry, and away from sunlight. Keep around a couple propane or charcoal stoves for cooking. Even during emergencies, keep a diverse diet.

Source: [\[2\]](#).

Pure salt does not become spoilt as foods do traditionally. Foods spoil due to bacteria & other microorganisms, but most of these won't grow at all in salt. Moisture is the primary enemy of salt, as it will cause it to harden after clumping up, thus dissolving the crystals. The more the water presence in salt, the less effective it becomes for its intended purpose.

The perfect container to store salt in has to be airtight & watertight. However, it should not be a metal container as salt is corrosive. The ideal containers have to be plastic, glass, vacuum-sealed bags, or mylar bags. Whatever the container used, you have to remove as much air as you can with a vacuum cleaner after washing the container.

Water

Source: [\[3\]](#).

Of all the supplies we stockpile for emergencies, storing water is the most difficult. The biggest problem is the sheer volume of water that we need to stockpile in order to ensure that we will have enough to see us through an emergency. We use more water than any other single consumable. This means that our water storage needs more space than even our food storage. Yet, most people don't store enough of it.

Let's start by looking at how much water the average person needs for survival. Pretty much any survival instructor you find will tell you that the average person needs one gallon of clean, purified water per person, per day for drinking and cooking. That's fine if you live in a temperate climate. But if you live in the Southwest, in southern Florida or southern Texas, it might not be enough. In the high temperatures and blazing sun of those areas, you can sweat out a gallon per day.

But drinking and cooking aren't the only ways in which we use water. We use it to wash our clothes, our bodies, our dishes, and our homes. In addition, we use it to flush our toilets, brush our teeth, and water our gardens. All in all, the average American family of four uses about 400 gallons of water per day.

Obviously, we won't be able to do that in a survival situation. However, we won't be able to fully ignore those other needs, either. Those of us who are gardening to augment our food stocks can't and shouldn't stop watering our gardens, just because we don't have tap water. We also need to maintain at least a minimum level of cleanliness, just to maintain our health.

So, I would say that for most families, a figure of three to five gallons of water per person, per day is a much more realistic figure. Of that, the only part that needs to be purified is what we use to drink. Even then, we're going to have to be very careful about how we use that water. Washing machines and automatic dishwashers will be

totally out, as will nice long baths and showers. You'll have to flush the toilet with grey water or not at all.

"Where should my water come from?"

You can buy purified water in the grocery store and stockpile it for emergencies, but that's not the most cost-effective way of stockpiling water. At about one dollar per gallon, you'll end up spending a lot of money to have enough water. It's even worse if you buy bottled water because you are paying for the individual bottles.

The advantage of buying pre-packaged, purified water is that it is probably purified to a more stringent standard than that which comes out of the faucet. However, there are ways of making it pure yourself. Two popular purifiers on the market, the Berkey and the Sawyer, will both purify water for much less than it costs to buy purified water from the store. In fact, they are even cheaper than buying your purified water from the corner water kiosk.

Purifying your own water may seem like a lot of extra work, but if you're putting the purified water into some sort of tank, it's really not that bad. I've done this for years and it really doesn't take all that much time.

"Should I bother with purified?"

However, you don't even need to purify your water before storing it. If your tap water is good enough to drink, then why wouldn't it be good enough to use in a survival situation? For that matter, about three-fourths of the water you need in a survival situation doesn't need to be purified, so purifying everything else is a waste of time.

You can store non-purified tap water for a prolonged period of time, just like the expensive bottled water. About the only difference is that you do stand a risk of algae growing in the water, especially if you keep it somewhere that sunlight can get to it. So do not keep it near sunlight! However, this problem is easily (though desperately) solved by adding a very small amount of bleach. Avoid doing this if possible.

I keep most of my water stockpile in 750-liter tanks. That's about the biggest size you can carry in a pickup truck, which is how I ended up picking that size. Every six months or so I add eight drops of bleach per gallon of water to the tanks. Since the standard for measurement is 20 drops per cubic centimeter, that works out to 80cc of bleach. That's enough to kill any bacteria or algae which have gotten into my water.

"What about containers?"

Besides the space, the biggest problem with storing water is finding containers that allow you to store it efficiently. My 750-liter tanks work well, but I buy those in Mexico. That's a little far for most people to drive. However, you can buy what are known as "intermediate bulk containers" used and for a very reasonable price. These are used for transporting a wide variety of chemicals and typically will hold 275 gallons of water. While new ones are \$400 to \$550, used ones range from \$30 to \$50.

The risk in using these containers is that there may be residue from the chemicals which were in the tank before you bought it. Therefore, it is very important to know what chemicals were transported in the container beforehand and how to clean them out thoroughly.

You can find information about the chemicals online, simply by searching for the chemical by name. That will tell you the properties of the chemical, whether it is poisonous and what works as a solvent for it. Armed with that information, you should be able to clean the tank out thoroughly.

Many people use 55-gallon plastic drums instead of the intermediate bulk containers. Not only are they easier to find, but they are also easier to store, as they will fit through a doorway to get them in the basement. If you can find white 55-gallon drums, rather than the more common blue ones, it indicates that the drum is "food grade." That means it was probably used to ship something edible, like cooking oil or corn syrup. Those are the safest bulk containers you can buy used.

Avoiding Fires

By Anonymous

Source: [\[1\]](#).

Protecting your house or base from fire becomes a priority if you live in fire-prone regions. However, preparations against fire are not limited to houses in these regions only. The National Fire Protection Agency reported that domestic fires in America have been on a steady rise since the 90s. One may be forgiven for thinking that people would be more equipped to protect their homes from fire due to the several technological tools for early detection and fire suppression. But this is not the case. We still have a lot to learn.

Like most house owners out there, I'm assuming you have smoke alarms installed already. Also, there's a fire extinguisher on your kitchen wall to kill those little kitchen fires before they go rogue. These are surely good steps, but they are little ones in the right direction. The casual fire extinguisher you have at home will only put out small fires and only if applied on time. More so, these are merely the basics for killing a fire that starts inside. What's your plan for putting out a fire that starts outside your house? How do you intend to deal with wildfires?

According to the National Oceanic & Atmospheric Administration, America has been hit year after year by devastating wildfires, and every successive season turns out worse than its predecessor. For instance, over 40 million acres have burned since 2017. In California alone, more than 10,000 structures have been damaged from over 9,000 wildfires.

Protecting your home from wildfires has to be taken very seriously, even if you live where you believe to be very safe. You are not 100% excluded even if there's a green belt surrounding your region. Fire may fall from the sky if a nearby area is burning. It's hard to put out a fire burning at 1,500° with an extinguisher, don't you agree?

I should mention that the strategies below do not guarantee absolute protection from fires. However, they greatly reduce the risk of occurrence and cut down on the damage these fires may cause.

Set up a residential sprinkler system. Installing a sprinkler system for your residence has to be one of the first steps you take when preparing against fires. It is recommended that you incorporate it in the building process of your home. In cases where you or the constructor did not, the responsibility falls on your pockets, and I must say it can be white hefty. If you would rather not spend so much on an

afterthought sprinkler system, you can opt for DIY projects and certain kits designed for the purpose. However, these systems don't look very appealing.

Set up a natural fire breaker barrier. The presence of a green belt around your home may not guarantee you absolute protection, but it remains one of the most effective and inexpensive setups for protecting your home from fires that start outside. A natural fire breaker barrier is a space that you leave between your structures and the woods (or any other combustible material), and other houses nearby.

The main purpose of this is to make it difficult for the fire to get to your home. Some states recommend that your fire breaker barrier is at a foot radius of 30-100 around your home. Note that the wider your fire breaker, the harder it is for a wildfire to get to you. Fires burn uphill, so you must know the slope of your home first. An upward slope helps the fire to climb. So, if your property has a great slope, the bigger the fire breaker to set up.

With your natural breaker in place, it is necessary to control the shrubbery and trees surrounding your home. You have to be smart with your designations. There are plants that aid fires and others that slow them down. Go for plants that shed fewer leaves and with a lot of moisture. The former means there isn't a lot of natural fuel for fire to build on, and the latter ensures some resistance to the fire. Plants like these are described as fire-proof, and the commonest ones include wintergreen, moss phlox, ninebark, wild geranium, nannyberry, bearberry, and columbine. When planting trees, only select those with rough bark and low sap or resin content. You can consult with your local landscapers to make the appropriate choices here. When shrubbery and trees are controlled, it becomes necessary to maintain them too.

For interior fires, use foams and gels. Foams are useful for putting out interior fires. They do so by making a thick blanket that sucks oxygen out of the fire, thereby putting out the fire. These foams last for 16 hours on surfaces as they are absorbed by construction materials. However, I'm not referring to ordinary foams. They are EPA-approved and biodegradable. Foams make good fire-protection tools as they do not stain or damage your structure, nor do they kill plants. You can spray foams with a garden hose or a mechanical pump. You don't even have to clean up after using foams.

Fire-retardant gels are also a substitute for these foams, but they bring quite the mess, and cleaning up after them costs a fortune. Also, gels will last for only five years, but foams take up to 20. Also, opt for buy-retardant paint and additives when constructing your house or doing some repairs. These materials are available for interior and exterior usage. They help in keeping fire from spreading.

Conducting CPR

By Anonymous

Source: [\[1\]](#).

Knowing how to conduct CPR is perhaps the most important first-aid skill you can know. Cardiopulmonary Resuscitation can be the sole difference between life & death. Through rescue breaths & chest compressions, you can restart a heart that's stopped ticking. A stopped heart means an absence of breath, and in this time, every second counts. So, would you like to save a life?

Often, people fail to step in when they come across a lifeless man on the streets. I understand that mouth-to-mouth resuscitation can be difficult given that you barely know this stranger, but I strongly believe that this shouldn't matter at such a crucial moment. Even if you can't perform a full CPR, chest compression & airway opening can do the trick. But if they don't, you may have no choice but to give a full Cardiopulmonary Resuscitation...

By the way, before you start, you should call for professional help or ask someone to do so if possible.

Confirm that the person is distressed & in need of assistance. A person who collapses does not necessarily need CPR. Now the steps for conducting a CPR.

Confirm if the person is still breathing. This is done either by checking their pulse through their wrists or putting your ear close to their nose or mouth to observe. If there is any activity that indicates breathing, do not proceed. But if they are not, then...

Gently lay the person on their back. Some persons may be may not after falling, most likely because they've suffered serious injuries. Regardless, they have to be lying flat on their back before CPR can be performed. Move them to a flat area.

Puff the airway by tilting the person's head back. In some cases, this is enough for them to regain their breath, but if it isn't...

Get in position for CPR. Kneel by the person's right side & position your palm above their heart, ensuring that heels or your hands are pressing against the center of their chest. Put your strong hand on top of the weak & interlock the fingers, ensure that your arms are kept straight and that your knuckles or fingers aren't digging into their chest.

Start Chest Compressions: Still in position, press down on the person's chest and release to see the chest puff back up. Repeat this process quickly 30 times. If you are not willing to offer rescue breaths, you'll have to repeat the compressions. If you're comfortable with mouth-to-mouth, then...

Reopen The Airway: As you did then, tilt their head back, lift their chin & let their mouth open wide.

Give Rescue Breaths: Hold the person's chin in position & pinch their nostrils tightly shut. Breathe in and breathe out into the person's mouth. If their chest rises & remains, good job, but if it falls back, you'll have to repeat the breath.

Repeat Chest Compressions Again: If they still do not come to life after two breaths, perform another set of 30 chest compressions & 2 more breaths. Whatever the outcome is, help should have arrived at this time.

Trauma Kit

By Anonymous

Source: [\[1\]](#).

A trauma kit will come in handy if a guerrilla is injured. Carrying the right tools in your trauma kit can be the difference between life and death, but it would be impossible to do this without knowing what these tools are in the first place. Note that carrying the appropriate trauma kit for the occasion is also very important. A well-stocked mini EDC trauma kit will be hardly sufficient in a scenario that requires an overt carry trauma kit. In essence, there are two essentials when carrying trauma kits: the right type and the ideal tools. Let's see the tools that should make their way to your trauma kit.

Hemostatic Gauze: Hemostatic gauze is not a term you come across often, is it? Anyway, it is a type of gauze that contains hemostatic agents like Celox, Chitosan, and QuikClot, all of which are helpful for rapid clotting. Every medical professional surely believes that hemostatic agents have saved thousands of lives. Hemostatic-impregnated gauze has an advantage over powders, and it's that the latter can be difficult to use when in an extreme situation. Wind can blow the powder into your eyes, or it may spill onto the ground, but these are not issues with impregnated gauze.

Nasopharyngeal Airway and Lubricant: A blocked airway, bleeding, and shock are the leading causes of death from trauma wounds, respectively. So, the first thing you want to do when a victim has been shot is to establish an airway if it has been compromised. A patient with a sealed-off airway, either due to trauma or swelling, will rarely be alive when help arrives. The nasopharyngeal airway is the perfect tool to open a blocked airway. To use it, lubricate with its lubricant and insert it in one of your nostrils. Use the larger one if one is larger than the other.

Medical Tape: A medical tape is necessary to strengthen chest seals and can be used in several other roles too. When shopping for a medical tape, I suggest a 2" wide model, as it is wide enough for the seal and adheres better than a 1" take. Keep in mind that a trauma condition is serious, so do not opt for the cheapest items you can lay your hands on, although expensiveness does not necessarily mean quality.

Trauma Shears: Trauma Shears are necessary in your kit. They are what to use if you have to cut through flesh and are much more effective than ordinary shears. I suggest 5.5" shears over 7.5" shears since they take less space in your kit. The choice is yours, though.

Nitrile Gloves: You have to put on gloves when conducting treatment for trauma wounds. A light-colored glove is preferable to a dark-colored model because you can see the blood on the former if you have to touch it when conducting triage.

Iodine: Useful as an anti-septic in water and a disinfectant.

Rubbing Alcohol: Can be used to clean and disinfect wounds and help start fires. Will hurt during the process, but much better than getting gangrene.

Cleanup Items: Basically, these are chloride wipes and a bag for disposing of unhealthy items. You would agree that blood and other bodily fluid-soaked bandages are far from healthy to keep just anyhow. Chloride wipes meanwhile help to disinfect

your hands after operating. These items occupy very little space in your kit, so there's no reason not to include them.

While a basic trauma kit is complete enough if it contains the essentials we've listed above, a larger or medical specialty kit would need more. Also, the purpose of the kit determines what goes into it.

Rx Pain Meds: Consult a medical expert first before including this. Military personnel use Fentanyl tablets to ease the chronic pain that comes with gunshot wounds, but they do so strictly based on prescriptions. While these meds can prevent shock and relieve some of the agonizing pain, it can lead to death if used inappropriately. Check the fatal dose for the drugs used.

Chest Darts: Wounds to the chest may be accompanied by tension pneumothorax, and you'd need needle decompression if this is the case. Come with chest darts to use for this operation, although you have to first undergo training. It is a fairly easy process that can go wrong if done carelessly.

Camo-like Tape: Certain trauma survival kits for the Air Force include this self-adherent tape. You can use a camo-like tape like CoBan dressings, and they are much easier to store. Unlike CoBan dressings, this tape does not become useless if crushed or compressed and does not have to be kept in drawers for preservation.

Cravats: These are very effective multipurpose bandages to have in your first-aid trauma kit. When they are unavailable, you can use a bandanna or similar items for their roles. Some good cravats are CamoVatr cravat and Blackheart cravat.

Emergency Blanket: It is advisable to include emergency kits in larger trauma kits as they help to keep the victim from going into shock.

Triage Tags: Carry these in your mass casualty kit to arrange the order of priority for patients. This helps to know who to transport for more professional help first.

Cyanide Antidote

Sources: [\[1\]](#), [\[2\]](#), and [\[3\]](#).

Page 316.

In case of cyanide poisoning, give the victim an injection of 10 mL 25% hypo (sodium thiosulfate) solution and 10 mL water in which 1 teaspoon sodium nitrate has been dissolved. If possible, get victim medical attention as soon as possible.

Farming For AN

By Anders Behring Breivik

Sources: [\[1\]](#), [\[2\]](#), and [\[3\]](#).

Pages 1481-1486.

The following short introduction is presented in order to prepare the bomber for the fertilizer acquisition phase of his operation. Bombers will establish a cover and must therefore learn the very minimum about agricultural practices. You must learn enough

about agriculture in order to pass any scrutiny checks the fertilizer clerk may present in the form of questions. You must learn to think, dress and act like a farmer and become confident through study of agricultural practices and your agricultural cover. Before you move forward with the acquisition phase you must determine several factors when establishing the cover. You should rent a small isolated farm which has indoor/shed storage capabilities. It is optimal to place your “acquirement/storage base” in a rural area in a neighboring country if possible, as fewer red flags will be raised by the store clerks towards foreign nationals as they will assume you will bring the goods to your country immediately. Just keep in mind; not all nitrogen based fertilizers are suitable as a component to a fertilizer bomb.

“What type of crop will you grow, how large is your field, how much nitrogen based fertilizer do you need per hectare?”

You want to choose a fertilizer intensive crop for your cover which, in regards to a climatic context, can grow in your country. A property with 10 hectare (100 000 square meters), planting the crop; sugar beets, will have a fertilizer requirement of 1060-1360 kilograms during a one rotation (100-130 days).

Common crops vs. fertiliser intensity (The overview is American and from 2010 so it does not necessarily reflect crops in your region and time)

Crop	Euro per planted hectare	Percent of operating costs
Maize/corn	168	84
Sugar beets	158	40
Rice	148	43
Peanuts	131	38
Cotton	94	27
Barley	72	72
Wheat	67	78
Grain sorghum	62	50
Oats	57	74
Soyabeans	35	37
Potatoes	N/A	N/A

Source: USDA, Economic Research Service.

Top agricultural products:

Top agricultural products by individual crops (million metric tons) 2004 data

Sugar Cane	1,324
Maize	721
Wheat	627
Rice	605
Potatoes	328
Sugar Beet	249
Soybean	204
Oil Palm Fruit	162
Barley	154
Tomato	120

There are three types of different fertilizer nutrients which prices fluctuate considerably; nitrogen-, phosphate- and potash-fertilizer. Obviously, you will want certain nitrogen fertilizers. The prices of nitrogen fertilizers depend on the gas market so considering the fact that gas prices are crashing at the moment (2010) due to new technologies being introduced in the acquirement of natural gas from below ground, prices on nitrogen based fertilizers are plummeting.

Fertilizer prices

Year	Nitrogen Euro/10kg of nutrient	Phosphate Euro/10kg of nutrient	Potash Euro/10kg if nutrient
1978	0.75	0.75	0.38
1990	0.75	0.94	0.56
2002	0.75	0.94	0.64
2005	1.3	1.3	0.75
2008	2.07	3.38	1.69

1000kg of nitrogen fertilizer costs approximately 620 Euros when buying in bulk.

Price is the average for April of each year when buying in bulk. Nitrogen prices are average prices of nitrogen nutrient in anhydrous ammonia, nitrogen solution, and urea. Phosphate prices are the P₂O₅ prices of superphosphate. Potash prices are the K₂O prices of muriate of potash.

Source: USDA, Economic Research Service

Sugar beet is a plant whose root contains a high concentration of sucrose. It is grown commercially for sugar production. The European Union, the United States, and Russia are the world's three largest sugar beet producers, although only the European Union and Ukraine are significant exporters of sugar from beets. Beet sugar accounts for 30% of the world's sugar production.

Sugar beet is a hardy biennial plant that can be grown commercially in a wide variety of temperate climates. During its first growing season, it produces a large (1–2 kg) storage root whose dry mass is 15–20% sucrose by weight. If the plant is not harvested at this time, then during its second growing season, nutrients in the root will be used to produce flowers and seeds and the root will decrease in size. In commercial beet production, the root is harvested after the first growing season.

In most temperate climates, beets are planted in the spring and harvested in the autumn. At the northern end of its range, growing seasons as short as 100 days can produce commercially viable sugar beet crops. In warmer climates, such as in California's Imperial Valley, sugar beets are a winter crop, planted in the autumn and harvested in the spring.

Sugar beet is one of the most chemical-intensive crops and is a challenging crop to produce. Sugar beets are highly sensitive to pests, diseases, and weeds from the time of planting through harvest.

Beets are planted from a small seed; 1 kg of beet seed comprises 100,000 seeds and will plant over a hectare (10 000 square meters) of ground.

Today, mechanical sowing, herbicide application for weed control and mechanical harvesting have removed the reliance on numerous workers.

Harvesting is now entirely mechanical. A roto beater uses a series of blades to chop the leaf and crown (which is high in non-sugar impurities) from the root. The beet harvester lifts the root, and removes excess soil from the root in a single pass over the field. A modern harvester is typically able to cover six rows at the same time. The beets are dumped into trucks as the harvester rolls down the field and delivered to the factory. The conveyor then removes more soil.

If the beets are to be left for later delivery, they are formed into clamps. Straw bales are used to shield the beets from the weather. Provided the clamp is well built with the right amount of ventilation, the beets do not significantly deteriorate. Beets that freeze and then defrost produce complex carbohydrates that cause severe production problems in the factory. In the UK, loads may be hand examined at the factory gate before being accepted.

Sugar beet is an important part of a rotating crop cycle. Crop rotation is the practice of growing a series of dissimilar types of crops in the same area in sequential seasons for various benefits such as to avoid the build up of pathogens and pests that often occurs when one species is continuously cropped. Crop rotation also seeks to balance the fertility demands of various crops to avoid excessive depletion of soil nutrients. A traditional component of crop rotation is the replenishment of nitrogen through the use of green manure in sequence with cereals and other crops. It is one component of polyculture. Crop rotation can also improve soil structure and fertility by alternating deep-rooted and shallow-rooted plants.

Crop rotation avoids a decrease in soil fertility, as growing the same crop repeatedly in the same place eventually depletes the soil of various nutrients. A crop that leaches the soil of one kind of nutrient is followed during the next growing season by a dissimilar crop that returns that nutrient to the soil or draws a different ratio of nutrients, for example, rice followed by cotton. By crop rotation farmers can keep their fields under continuous production, without the need to let them lie fallow, and reducing the need for artificial fertilizers, both of which can be expensive. Rotating crops adds nutrients to the soil, and dirt. Legumes, plants of the family Fabaceae, for instance, have nodules on their roots which contain nitrogen-fixing bacteria. It therefore makes good sense agriculturally to alternate them with cereals (family Poaceae) and other plants that require nitrates. A common modern crop rotation is alternating soybeans and maize (corn). In subsistence farming, it also makes good nutritional sense to grow beans and grain at the same time in different fields.

Crop rotation is a type of cultural control that is also used to control pests and diseases that can become established in the soil over time. The changing of crops in a sequence tends to decrease the population level of pests. Plants within the same taxonomic family tend to have similar pests and pathogens. By regularly changing the planting location, the pest cycles can be broken or limited. For example, root-knot nematode is a serious problem for some plants in warm climates and sandy soils, where it slowly builds up to high levels in the soil, and can severely damage plant productivity by cutting off circulation from the plant roots. Growing a crop that is not a host for root-knot nematode for one season greatly reduces the level of the nematode in the soil, thus making it possible to grow a susceptible crop the following season without needing soil fumigation.

It is also difficult to control weeds similar to the crop which may contaminate the final produce. For instance, ergot in weed grasses is difficult to separate from harvested grain. A different crop allows the weeds to be eliminated, breaking the ergot cycle.

This principle is of particular use in organic farming, where pest control may be achieved without synthetic pesticides.

A general effect of crop rotation is that there is a geographic mixing of crops, which can slow the spread of pests and diseases during the growing season. The different crops can also reduce the effects of adverse weather for the individual farmer and, by requiring planting and harvest at different times, allow more land to be farmed with the same amount of machinery and labor.

The choice and sequence of rotation crops depends on the nature of the soil, the climate, and precipitation which together determine the type of plants that may be cultivated. Other important aspects of farming such as crop marketing and economic variables must also be considered when choosing a crop rotation.

After they are harvested, beets are hauled to a factory. In the U.K., beets are transported by a hauler, or by a tractor and a trailer by local farmers. Railways and boats are no longer used.

Each load is weighed and sampled before it gets tipped onto the reception area, typically a "flat pad" of concrete, where it is moved into large heaps. The beet sample is checked for:

- Soil tare - the amount of non beet delivered.
- Crown tare - the amount of low sugar beet delivered.
- Sugar content ("pol") - amount of sucrose in the crop.
- Nitrogen content - for recommending future fertilizer use to the farmer.

From these elements, the actual sugar content of the load is calculated and the grower's payment determined. The beet is moved from the heaps into a central channel or gully, where it is washed towards the processing plant.

Top ten sugar beet producers - 2005 (million metric tons)

France	29
Germany	25
United States	25
Russia	22
Ukraine	16
Turkey	14
Italy	12
Poland	11
United Kingdom	8
Spain	7
World Total	242

There is much more that can be learned about sugar beeches, but this is a simple introduction to where to begin. I would advise you get an agricultural handbook and read it a couple times to memorize the jargon of farmers. This will make you much more convincing when talking to the clerk. It may also get you to be able to give agricultural support in warfare, if the system has waned its power that much. This will make you a very good resource for the guerrillas.

Gunfights

By Anonymous

Sources: [\[1\]](#) and [\[2\]](#).

A gunfight is quite similar to hand-to-hand combat, in the sense that there are skills & tactics to adopt to overcome your opponent. A gun is such a dangerous weapon; did you think just anyone can shoot one much more win a gunfight? Forget what Hollywood shows you: you don't believe that four teens without prior training would plan a bank robbery & come out victorious against 20+ trained police officers in a shootout. Do you?

Apart from the basic training you'll go through before handling a gun, there are special tips & strategies to ensure you win a gunfight, and these are what this article discusses. It's just like football. Everyone knows the basics are passing & shooting, but we also know there are special skill sets displayed by the extraordinary players. That's what we want to help you develop...

Keep a Delightful Little Sidearm Pistol Handy: Weapons fire; weapons stop. This is a fact taught to all soldiers in the first lessons of weapon training. You have to know this because real-life guns are very different from what you use in Call of Duty. Weapons can stop firing for many reasons. It could be due to the exhaustion of bullets, or the tired tool could decide not to automatically reload after a take a shot (which would be because there's a chunky metal stuck in your ejection port). So many reasons, but you get the idea already.

Now, a good shooter can pull out his magazine, cock his weapon & give the metal a shake or nudge to ease the jam, but this has to be done in about a second. And no, you're NOT going to do that. What you will do in case of an instant jam is to sling that pistol & pull out your merry little fella.

That little fella is your backup for some minutes. So, except you have about 30 of it tucked in your pants, you have to get a cover before your round exhausts & bring your main man back into the game.

Be Sure of Your Ejection Port: Yes, we all want to kiss John Wick & the Extractor guy (Hemsworth) for their shooting expertise, but not every one of their moves is that accurate — or at least real-life worthy, particularly when talking about bullet casings. All weapons have their ejection port, which is where you find the bullet, but that never leaves the barrel of your gun. This port is called the casing & oh, is it hot!

The 1st reason to know the exact position of your casing is that it is where to look when your gun jams — like we explained above. Often, your weapon hand because a bullet was not properly struck & thus incorrectly fed into the gun, and the casing us where you will find this. You never can tell when you'll be carrying only one gun; you must know how to fix a jammed firearm as soon as possible.

The 2nd reason, which I bet you'll learn very quickly as a beginner, is that the ejection ports of some guns can eject bullet casings so forcefully that they'll land on your skin & burn a sweet little tattoo on you.

The ejection port is typically on the right side of your weapon, so if you're on the right of your shooting partners, you'll be suffering a lot of little burns. And here's what to do: suck it up! You all are trying to live

If I Pull the Trigger, You Run: If you're not shooting your gun, you should be running or taking cover. Your gun buddies should know this too. You all should form a synchronized system, such that when you're running, your partner is shooting to offer you cover — just as you should when your partner is running. You can do all this until you reach your bunker hideout.

This works when you're attacking too. You can alternate the covering & running procedures to get closer to your enemies. This is called the "fire & movement" technique.

Remember, the logic behind this is that repeated shots at your enemy's exact location will keep them pinned, seeking cover, so ensure to continue shooting at them until your man is safe. Your firearm should never jam at this moment.

Always Keep 3 Things in View: Your eyes have to be kept on three things as you duck, dive & pull the trigger. Now, I agree 3 is a lot to pay attention to when you're battling for life, but they are necessary. They are the bad guys, your partner & a possible cover. This is all to be focused on.

Be aware of where your enemy is, where you have just seen them or where it sounds like their shots are coming from. You should keep your eyes on this because this is where you are raining shots on when your partner is up & running.

Stay updated with your partner's location & movements. When he is shooting, run. When he isn't, ensure he isn't down. Or it could be that he has lost track of where the bad guys are.

Lastly, continue looking out for spots you can move to. Whether you're retreating or advancing, the key is to seek cover behind places you know bullets won't meet you. Before moving to a spot, you should have an estimate of how long you can stay there.

Avoid Being a Rabbit: A rabbit among the grass is one of the easiest targets to kill. It bends its head to eat, pops back up its head & bends it again. You reach someone & say, "there's a rabbit to your right," and in some moments, the rabbit is sure to pop up its head in the precise spot you saw it earlier. If you were that rabbit in a gunfight, you'd be dead before you realized.

So, while in a gunfight, if you have to shoot at a running person, discharge a shot at their last seen place to let him believe he's fooled you. Then, be ready to blast off his head wherever else he pops up. The same principle applies to you. As soon as you hide so your enemy stops seeing you, move a few meters from there before showing yourself again. Your movement has to be lateral to the enemy.

Be Quick & Aggressive — Yet Calculative: Quickly do a mental assessment of the animals that rule the wild. All those topping the food chain (that I can think of now) are fast & aggressive with their attacks, but they do not neglect their sense or reasoning too. So, whenever attacking or retreating, I am recommending that you show some quick feet & aggression.

Bullets move very fast & you being all slow would be to see the cheetah preying on a goat. Pretty unfair. You have to move very quickly too. If you ever find yourself in a real shootout, your first line of defense is your quickness, aggression & confidence. But remember, do not let go of your calculations.

Plan Thoroughly — Like it's the last thing you'd do: For real, it could be your last act. Getting a bullet to the head or chest is no field trip, and it's an obvious death. So, what's the recommendation: plan, plan & plan.

Planning could be to fire a few probing shots at your enemy's direction to find out his exact location & his caliber of a gun or to cover your buddy while he runs a flank. Whatever it is, you need a plan & a backup plan (if that fails) & a second backup plan (if both fail). Keep in mind that there are plenty of tactics to employ when in a gunfight. A major influencer of your plans is your environment, although each location has its weaknesses too.

You have to be in the right state of mind, and I'm not asking you not to be afraid. In fact, fear is an excellent motivator. However, even if scared, maintain a level of clarity that will help you make plans to survive until another day.

Cover in a Gunfight

By Anonymous

Cover is very important in a gunfight. As little of your body as possible should be visible to the opponent. The cover must be strong and reliable. Brick, concrete, and stone walls are excellent cover. A thick enough wall may even absorb grenade blasts. In the wilderness, ditches, trenches, large rocks, and hills provide good cover. Trees could also be used, but they are less reliable due to lack of space they take up. Pick stronger woods such as oak and ebony if possible.

Cars can also be used as cover. First, cars will not explode if shot at. Even if your opponent is using phosphor-tipped ammunition, he may just ignite at most 9 liters of fuel which will not be powerful enough to blow up a car like in a movie. The safest place to take cover in a car is behind the engine compartment, preferably behind the wheel for added cover. That is the place with the least open room and most heavy parts. It will protect you from calibers as high as .223. After that is the trunk, which is substantially less reliable. The car doors are the least desirable. Even a 9mm pistol can penetrate the doors. Remember that you can shoot from under the car if it is too risky to pop out of the side or top!

The Urban Guerrilla's Tactics

By Carlos Marighella

Source: [\[1\]](#) (Or pages 227-240 in [\[a\]](#), [\[b\]](#), and [\[c\]](#)).

The tactics of the urban guerrilla have the following characteristics:

1. It is an aggressive tactic, or, in other words, it has an offensive character. As is well known, defensive action means death for us. Since we are inferior to the enemy in firepower, and have neither his resources nor his power base, we cannot defend ourselves against an offensive or a concentrated attack by the "gorillas". That is the

reason why our urban technique can never be permanent, can never defend a fixed base nor remain in any one spot waiting to repel the circle of repression.

2. It is a tactic of attack and rapid withdrawal, by which we preserve our forces.

3. It is a tactic that aims at the development of urban guerrilla warfare, whose function will be to wear out, demoralize and distract the enemy forces, permitting the emergence and survival of rural guerrilla warfare, which is destined to play the decisive role in the revolutionary war.

The dynamics of urban guerrilla warfare lie in the guerrilla's violent clash with the military and police forces of the dictatorship. In this conflict, the police have superiority. The urban guerrilla has inferior forces. The paradox is that the urban guerrilla is nevertheless the attacker.

The military and police forces, for their part, respond to the conflict by mobilizing and concentrating greatly superior forces in the pursuit and destruction of the urban guerrilla. The guerrilla can only avoid defeat if he depends on the initial advantages he has and knows how to exploit them to the end, to compensate for his weakness and lack of material.

The initial advantages are:

1. He must take the enemy by surprise.
2. He must know the terrain of the encounter.
3. He must have greater mobility and speed than the police and other repressive forces.
4. His information service must be better than the enemy's.
5. He must be in command of the situation, and demonstrate a decisiveness so great that everyone on our side is inspired and never thinks of hesitating, while on the other side the enemy is stunned and incapable of acting.

To compensate for his general weakness and shortage of weapons compared to the enemy, the urban guerrilla uses surprise. The enemy has no way to combat surprise and becomes confused and is destroyed.

When urban guerrilla warfare broke out in Brazil, experience proved that surprise was essential to the success of any guerrilla operation. The technique of surprise is based upon four essential requirements:

1. We know the situation of the enemy we are going to attack, usually by means of precise information and meticulous observation, while the enemy does not know he is going to be attacked and knows nothing about the attackers.
2. We know the strength of the enemy we are going to attack, and the enemy knows nothing about our strength.
3. Attacking by surprise, we save and conserve our forces, while the enemy is unable to do the same, and is left at the mercy of events.
4. We determine the time and place of the attack, fix its duration and establish its objectives. The enemy remains ignorant of all of this information.

To insure a mobility and speed that the police cannot match, the urban guerrilla needs the following:

1. Vehicles.
2. Knowledge of the terrain.

3. A disruption or suspension of enemy transport and communications.
4. Light weapons.

By carefully carrying out operations that last only a few moments, and leaving the site in mechanized vehicles, the urban guerrilla beats a rapid retreat, escaping capture.

The urban guerrilla must know the way in detail, and, in this manner, must go through the schedule ahead of time as a training, to avoid entering alleyways that have no exit, or running into traffic jams, or being stopped by the Transit Department's traffic signals.

The urban guerrilla must launch his operations far from the logistical centers of the police. A primary advantage of this method of operation is that it places us at a reasonable distance from the possibility of capture, which facilitates our evasion.

In addition to this necessary precaution, the urban guerrilla must be concerned with the enemy's communication system. The telephone is the primary target in preventing the enemy from access to information, by knocking out his communications systems.

Even if he knows about the guerrilla operation, the enemy depends on modern transportation for his logistics support, and his vehicles necessarily lose time carrying him through the heavy traffic of the large cities. It is clear that the tangled and treacherous traffic is a disadvantage for the enemy, as it would be for us if we were not ahead of him.

If we want to have a safe margin of security and be certain to leave no tracks for the future, we can adopt the following methods:

1. Deliberately intercept the police with other vehicles, or by seemingly casual inconveniences and accidents; but in this case the vehicles in question should neither be legal nor have real license numbers
2. Obstruct the roads with fallen trees, rocks, ditches, false traffic signs, dead ends or detours, or other clever methods
3. Place homemade mines in the way of the police; use gasoline or throw Molotov cocktails to set their vehicles on fire
4. Set off a burst of gunfire or throw hand grenades aimed at the motor, tires, and occupants of the cars and helicopters engaged in the pursuit

With the arrogance typical of the police and the military authorities, the enemy will come to fight us equipped with heavy guns and equipment, and with elaborate maneuvers by men armed to the teeth. The urban guerrilla must respond to this with light weapons that can be easily transported, so he can always escape with maximum speed without ever accepting open fighting. The urban guerrilla has no mission other than to attack and quickly withdraw. We would leave ourselves open to the most crushing defeats if we burdened ourselves with heavy weapons and with the tremendous weight of the ammunition necessary to use them, at the same time losing our precious gift of mobility.

The urban guerrilla's best ally is the terrain, and because this is so he must know it like the palm of his hand. To have the terrain as an ally means to know how to use with intelligence its unevenness, its high and low points, its turns, its irregularities, its fixed and secret passages, its abandoned areas, its thickets, etc., taking maximum advantage of all of this for the success of armed actions, escapes, retreats, covers, and hiding places. Impasses and narrow spots, gorges, streets under repair, police

checkpoints, military zones and closed-off streets, the entrances and exits to tunnels and those that the enemy can close off, corners controlled or watched by the police, traffic lights and signals; all this must be thoroughly known and studied in order to avoid fatal errors.

Our problem is to get through and to know where and how to hide, leaving the enemy bewildered in areas he doesn't know. Being familiar with the avenues, streets, alleys, ins and outs, the corners of the urban centers, its paths and shortcuts, its empty lots, its underground passages, its pipes and sewer systems, the urban guerrilla safely crosses through the irregular and difficult terrain unfamiliar to the police, where the police can be surprised in a fatal ambush or trap at any moment.

Because he knows the terrain, the urban guerrilla can pass through it on foot, on bicycle, in a car, jeep or small truck, and never be trapped. Acting in small groups with only a few people, the guerrillas can rendezvous at a time and place determined beforehand, following up the initial attack with new guerrilla operations, or evading the police cordon and disorienting the enemy with their unexpected audacity.

It is an impossible problem for the police, in the labyrinthian terrain of the urban guerrilla, to catch someone they cannot see, to repress someone they cannot catch, and to close in on someone they cannot find.

Our experience is that the ideal guerrilla is one who operates in his own city and thoroughly knows its streets, its neighborhoods, its transit problems, and its other peculiarities. The guerrilla outsider, who comes to a city whose streets are unfamiliar to him, is a weak spot, and if he is assigned certain operations, he can endanger them. To avoid grave mistakes, it is necessary for him to get to know the layout of the streets.

Now will be introduced summarized explanations of different sort of guerrilla attacks.

Assaults are the armed attacks which we make to expropriate funds, liberate prisoners, capture explosives, weapons, and ammunition. Assaults can take place in broad daylight or at night. Daytime assaults are made when the objective cannot be achieved at any other hour, such as the transport of money by banks, which is not done at night. Night assault is usually the most advantageous for the guerrilla. The ideal is for all assaults to take place at night, when conditions for a surprise attack are most favorable and the darkness facilitates escape and hides the identity of the participants. The urban guerrilla must prepare himself, nevertheless, to act under all conditions, daytime as well as night.

The assaults on businesses use the same tactics, because in every case the buildings represent a fixed target. Assaults on buildings are planned as guerrilla operations, varied according to whether they are against banks, a commercial enterprise, industries, military bases, commissaries, prisons, radio stations, warehouses for foreign firms, etc.

The assault on vehicles—money-carriers, armored vehicles, trains, ships, airplanes—are of another nature, since they are moving targets. The nature of the operation varies according to the situation and the circumstances—that is, whether the vehicle is stationary or moving. Armored cars, including military vehicles, are not immune to mines. Roadblocks, traps, ruses, interception by other vehicles, Molotov cocktails, shooting with heavy weapons, are efficient methods of assaulting vehicles. Heavy vehicles, grounded and anchored ships can be seized and their crews and guards

overcome. Airplanes in flight can be hijacked by guerrilla action or by one person. Ships and trains in motion can be assaulted or captured by guerrilla operations in order to obtain weapons and ammunition or to prevent troop movements.

Raids and Penetrations are rapid attacks on establishments located in neighborhoods, or even in the center of the city, such as small military units, commissaries, hospitals, to cause trouble, seize weapons, punish and terrorize the enemy, take reprisals, or to rescue wounded prisoners or those hospitalized under police guard. Raids and penetrations are also made on garages and depots to destroy vehicles and damage installations, especially if they are North American firms and property. When they take place on certain stretches of highway or in certain distant neighborhoods, these raids can serve to force the enemy to move great numbers of troops, a totally useless effort since when they get there they will find nobody to fight. When they are carried out on certain houses, offices, archives or public offices, their purpose is to capture or search for secret papers and documents with which to denounce deals, compromises and the corruption of men in government, their dirty deals and criminal transactions. Raids and penetrations are most effective if they are carried out at night.

Ambushes are attacks, typified by surprise, when the enemy is trapped on the road or when he makes a police net surrounding a house or estate. A false alarm can bring the enemy to the spot, where he falls into a trap.

The principle object of the ambush is to capture enemy weapons and to punish him with death. Ambushes to halt passenger trains are for propaganda purposes, and, when they are troop trains, the object is to annihilate the enemy and seize his weapons. The urban guerrilla sniper is the kind of fighter specially suited for ambush, because he can hide easily in the irregularities of the terrain, on the roofs and the tops of buildings and apartments under construction. From windows and dark places, he can take careful aim at his chosen target.

Ambush has devastating effects on the enemy, leaving him unnerved, insecure and fearful.

Kidnapping is capturing and holding in a secret place a spy, political personality or a notorious and dangerous enemy of the revolutionary movement. Kidnapping is used to exchange for money or to kill the target in a secret spot. Ensure that the victim will have no way of locating the secret spot or have any genetic evidence of the guerrilla on them. Exchange money in cryptocurrencies such as Monero. Drop off the victim at a random location and send communications of the drop-off afterwards.

The kidnapping of personalities who are well-known artists, sports figures or who are outstanding in some other field, but who have evidenced no political interest, can be a useful form of propaganda for the guerrillas, provided it occurs under special circumstances, and is handled so the public understands and sympathizes with it. The kidnappings of foreigners or visitors constitutes a form of protest against the penetration and domination of imperialism in our country.

Sabotage is a highly destructive type of attack using very few persons—and sometimes requiring only one—to accomplish the desired result. When the urban guerrilla uses sabotage, the first step is isolated sabotage. Then comes the step of dispersed and general sabotage, carried out by the population. Well-executed sabotage demands study, planning and careful action. A characteristic form of sabotage is explosion, using dynamite, fire or the placing of mines. A little sand, a

trickle of any kind of combustible, a poor lubrication job, a screw removed, a short circuit, inserted pieces of wood or iron, can cause irreparable damage. The objective of sabotage is to hurt, to damage, to make useless and to destroy vital enemy points such as the following:

1. The economy of the country.
2. Agricultural or industrial production.
3. Transport and communication systems.
4. Military and police systems and their establishments and depots.
6. The firms and properties of enemies in the country.
7. Internet servers.

The urban guerrilla should endanger the economy of the country, particularly its economic and financial aspects, such as its domestic and foreign banking network, its exchange and credit systems, its tax collection system, etc.

Public offices, centers of government and government depots are easy targets for sabotage. Nor will it be easy to prevent the sabotage of agricultural and industrial production by the urban guerrilla, with his thorough knowledge of the local situation. Factory workers acting as urban guerrillas are excellent industrial saboteurs, since they, better than anyone, understand the industry, the factory, the machinery or the part most likely to destroy an entire operation, doing much more damage than a poorly-informed layman could do.

With respect to the enemy's transport and communications systems, beginning with railway traffic, it is necessary to attack them systematically with sabotage. The only caution is against causing death and injury to passengers, especially regular commuters on suburban and long-distance trains. Attacks on freight trains, rolling or stationary stock, stoppage of military transports and communications systems, these are the major objectives in this area. Sleepers can be damaged and pulled up, as can rails. A tunnel blocked by a barrier of explosives, or an obstruction caused by a derailed car, causes enormous harm.

The derailment of a train carrying fuel is of major damage to the enemy. So is bombing a railroad bridge. In a system where the size and weight of the rolling equipment is enormous, it takes months for workers to repair or rebuild the destruction and damage. As for highways, they can be obstructed with trees, stationary vehicles, ditches, dislocation of barriers by explosives, and bridges destroyed by explosions. Ships can be damaged at anchor in seaports or riverports, or in the shipyards. Aircraft can be destroyed or damaged on the ground. Telephone and telegraph lines can be systematically damaged, their towers blown up, and their lines made useless.

Oil lines, fuel plants, depots for bombs and ammunition arsenals, military camps and bases must become targets for sabotage operations, while vehicles, army trucks and other military or police vehicles must be destroyed wherever they are found. The military and police repression centers and their specialized organs must also claim the attention of the guerrilla saboteur. Foreign firms and properties in the country, for their part, must become such frequent targets of sabotage that the volume of actions directed against them surpasses the total of all other actions against enemy vital points.

Terrorism is an action executed to spread terror against the enemy and which is capable of effecting irreparable loss against the enemy.

The terrorist act, apart from the apparent ease with which it can be carried out, is no different from other guerrilla acts and actions whose success depends on planning and determination. It is an action which the urban guerrilla must execute with the greatest calmness and determination. Although terrorism generally involves an explosion, there are cases in which it may be carried out through executions or the systematic burning of installations, properties, plantations, etc. It is essential to point out the importance of fires and the construction of incendiary devices such as gasoline bombs in the technique of guerrilla terrorism. Another thing is the importance of the material the urban guerrilla can persuade the people to expropriate in the moments of hunger and scarcity brought about by the greed of the big commercial interests. Terrorism is a weapon the revolutionary can never relinquish.

Examples of Guerrilla tactics

By Lt. Michael C. Fagnon

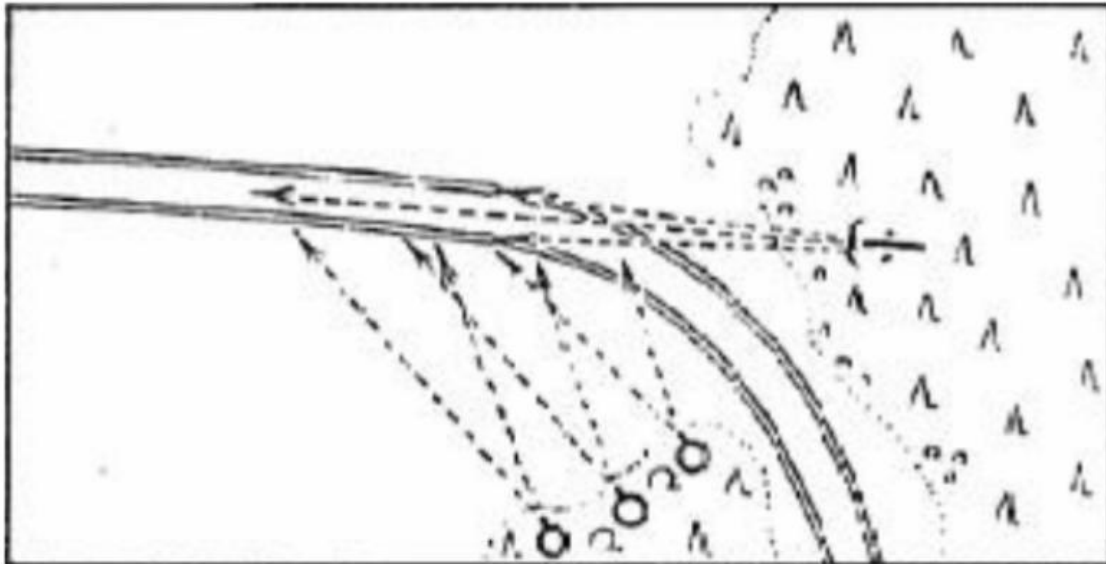
Source: [\[1\]](#).

Pages 38-41.

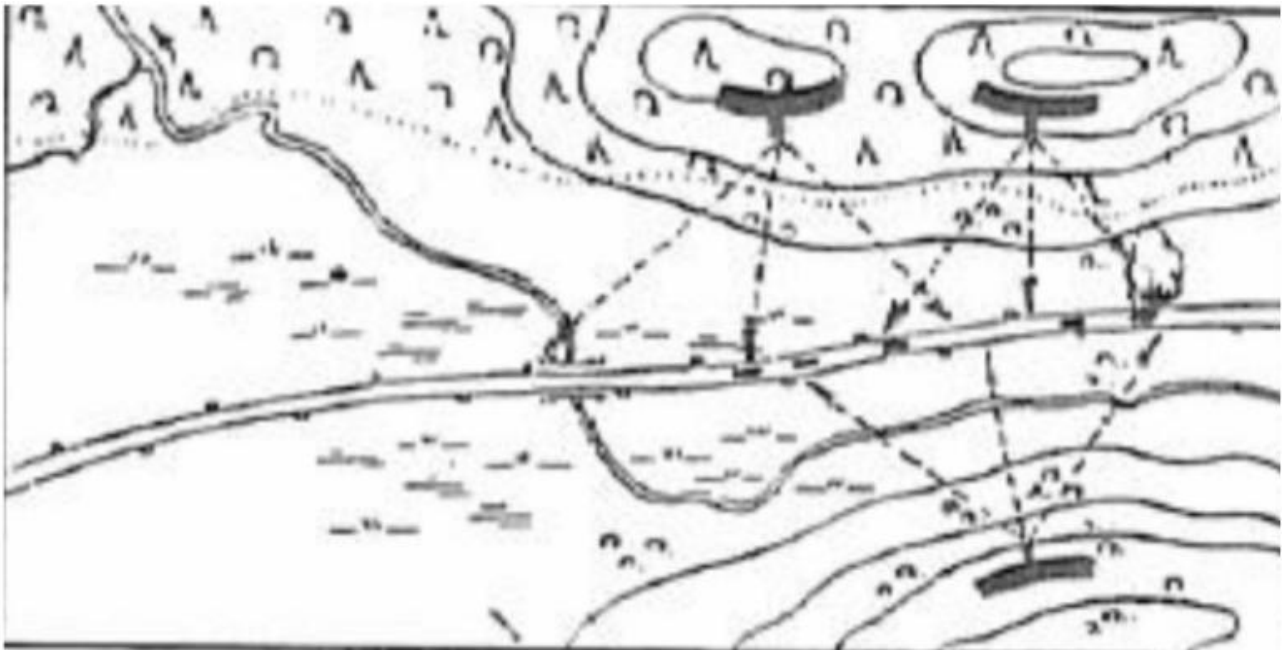
Ambush

Ambushes are one of the most promising means of waging guerrilla warfare. It is successful if the enemy is completely surprised. This can be achieved through careful planning and occasionally by skillful and quick improvisation. The smaller the operation, the easier its execution and the larger the possibility of avoiding failure. The approach to the ambush site must be unnoticed by the enemy and the population. Enemies met by chance must be killed inconspicuously and the guerrillas will have to withdraw if the enemy has managed to communicate back. Locals will be detained for the duration of the operation. Areas that are too obviously ambush sites are to be avoided, such as hollows and defiles. Positions in hedges, forest edges, cornfields, abandoned buildings, and gardens are well suited, especially if they offer possibilities of covered and concealed withdrawal. Patient, noiseless, and motionless waiting, often over a long period of time, are necessary when laying in ambush. Fire only opens up when the order or predetermined sign is given. In larger scale ambushes the advance party of the enemy should be allowed to pass in order to hit the more valuable targets following. If sufficient forces are available, a separate ambush may be set up for the expected advance party. Fire on the advance party may open up only after the main ambush is sprung. In smaller operations, only weaker enemy units, that can be completely destroyed, are ambushed.

Road ambush executed by a guerrilla group. These guerrillas open fire from the flanks. A machine gun or two guerrillas then fire on and along the road and especially into the road-ditches:

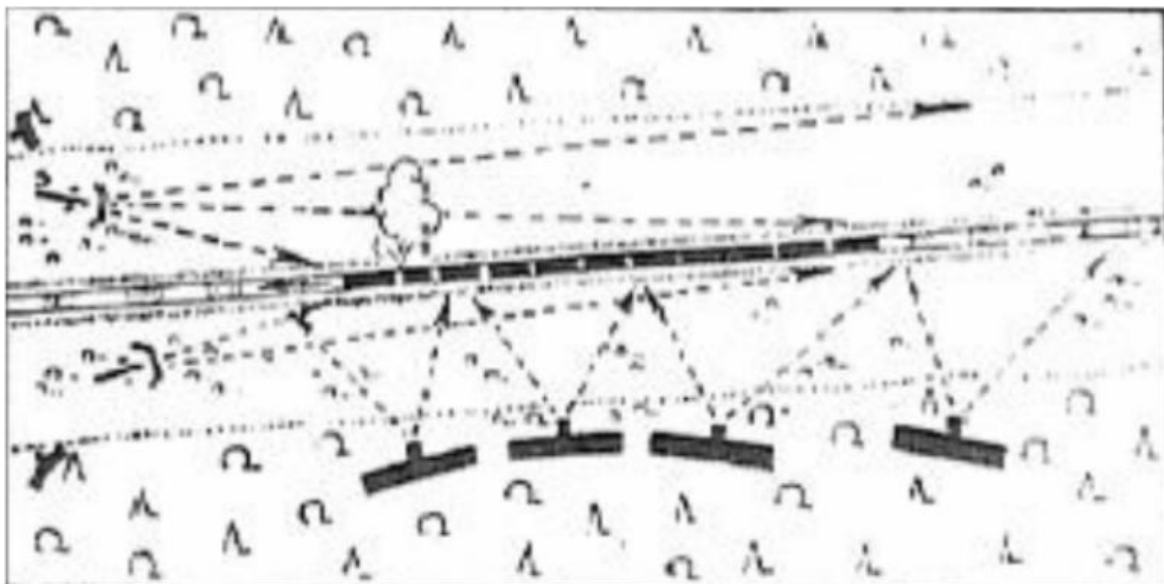


When ambushing motorized march columns, the front of the column must be forced to stop. This is done by using barriers or landmines. Only then is fire opened up on the vehicles. Road ambush executed by a guerrilla group:



It is very advantageous if a small guerrilla unit can execute ambushes at various roads in short order. The enemy is thus deceived into thinking that the area is infested with guerrilla units. This forces the enemy to employ intensive security measures and ties up a larger number of his troops. When this had been achieved, the main effort of the guerrilla unit is shifted to other operations.

In ambushes against railways, the aim is to completely destroy as much material and enemy personnel as possible. Ambushes at railways are the task of larger guerrilla units. Smaller units may conduct demolition of rails and harassment by occasional gunfire. Ambushes at downhill sections of the railway, and if possible, at a curve in connection with mines, are potentially worthwhile. Obstructions of longer durations are thus achieved. Railway ambush executed by a guerrilla platoon:



The ambush site should be away from fortifications, railway stations, and junctions as far as possible in order to avoid quick intervention by enemy security forces. Before the operation, intelligence and reconnaissance must concentrate on observing traffic density and protective measures, and who occupies the trains. During the operation, every guerrilla group and every single guerrilla must know exactly which task they have been given. After successful demolitions, the main impact of the gunfire must be directed against the carts which have been damaged least. Soldiers jumping out of the train must be shot at. In most cases a sign for the opening of fire is not necessary. It is opened up with the explosion of the landmines and the derailing of the train.

Raid

Pages 42-44.

By fully exploiting the surprise element of a raid, it is possible to destroy an enemy that is superior in numbers or weapons. But if the raid, is unsuccessful, the operation often ends with high losses. If the enemy has a greater numerical superiority and fights with tactical skill, this can lead to the destruction of the guerrilla unit. Therefore, the decision to raid a superior or stronger enemy for example, a strongpoint, an enemy-occupied village, a staff, an airport, a camp, a railway station, should be considered very thoroughly. All circumstances must be checked. Reliable and secure routes of withdrawal in case of failure are a prerequisite. Only a leader with very good tactical training will be able to plan and conduct a raid or a well-defended larger target. Improvised raids at each possible opportunity are far more promising and much easier than attacks against such difficult targets. Even smaller guerrilla units can achieve good results. Such possibilities are given by chance when coming upon stragglers, wood collection parties, lone vehicles, staff on reconnaissance. They may also be sought or created: for example, by guerrillas hiding on a train and attacking the personnel on the locomotive. Or by burglarizing an apartment of a functionary and killing him, or attacking enemy duty offices, powerplants, outposts, that are insufficiently secured. Skillful exploitation of such possibilities is the nature of guerrilla warfare. They offer good chances of success at little risk.

The raid of a larger target that is easy to defend and well secured, for example, an enemy-occupied dwelling, requires careful planning. Sufficient forces must also be

available. This is only possible for larger guerrilla units. The aim is the destruction of the important enemy installations that are set up there, i.e. powerplants, fuel dumps, staffs etc. Thorough reconnaissance and intelligence must be conducted before planning. Strength, order of battle, armament and deployment of the enemy, his security and defense instructions, defensive installations, barriers, immediate security at the operation target, must be established in advance. In order to achieve a certain familiarity with the habits of the enemy, intelligence and reconnaissance must be conducted over a longer period of time. The help of the inhabitants is absolutely necessary. The combat plan is made according to the results of the intelligence and reconnaissance. It must primarily contain:

- a) Disposition of forces, combat means and equipment.
- b) Order of battle, allocation of security, relief assault and destroy groups.
- c) Assignment of the attack and destroy targets; instructions to the security and relief groups.
- d) Support on the part of the inhabitants or through guerrillas that have infiltrated.
- e) March and approach.
- f) Time of attack (if necessary, attack signal), watch word, recognition signals.
- g) Orders for withdrawal, immediate, secondary rendezvous points.
- h) Place of the leader during the attack.

The raid must start by surprise. The operation must be called off if the element of surprise is lost before the attack. The execution of a raid requires ruthless daring, energetic momentum and flexible improvising. Unexpected enemy defense must be broken. Surprise over the defenders must always be taken into consideration when raiding large objects, even after very thorough reconnaissance. The first, most important aim is the simultaneous destruction of all securing elements if this is possible. This is best achieved through guerrillas that have infiltrated into the village before the raid and attack the sentries or guards at a predetermined time or signal. The second aim is to seize the most important key positions before the alarmed defenders can man them and at the same time attack the barracks, where soldiers must be killed or contained. The most important rules of street combat must be observed: containing enemy resistance pockets through automatic weapons and mortars; avoiding open places and the middle of the street, using all possible cover that doors, corners, columns etc offer: smoking out houses that are stubbornly defended with hand grenades, if necessary, by demolitions or by burning them out. Only after successful paralyzation of the defenders can the planned destruction be executed.

Unexpected disturbances must be quieted by relief groups held in readiness. Unceasing reconnaissance during the execution of the raid must not be neglected. Elements must secure against neighboring villages. Streets, on which enemy reinforcements may arrive, must be sealed with barriers. After execution of the operational aims on which the raid was based, the groups withdraw in predetermined order after the signal to do so has been given. The relief groups that were held in readiness cover the withdrawal and disengagement from the enemy. Raids against weaker objects, train stations, depots and supply and industrial installations outside of enemy guarded settlements can be conducted by small guerrilla units. These must be planned according to the same basic tactical rules that are valid for operations against strongly secured settlements. They promise easier success.

Disengagement

Pages 44-46.

Skillful disengagements from the enemy and withdrawal after the execution of an operation, or when breaking off of an operation, is a tactical component of guerrilla warfare. Successful withdrawal secures the possibility of landing new surprising blows against the enemy. Withdrawal is the easiest if it is possible to completely destroy the enemy. This must be considered when choosing a target. Operations in which the guerrilla unit could be engaged in a long-lasting fight with superior enemy forces must be avoided. They do not fit the character of guerrilla warfare because they make withdrawal extremely difficult. Concealed routes of withdrawal must always be reconnoitered even if complete success can be expected. Orders for the withdrawal along these routes must be given in advance. The withdrawal from the enemy is conducted individually or in small groups. Rendezvous points and waiting times must always be ordered beforehand. In most cases, it is appropriate to determine an immediate RV (1-3 kilometers) with a short waiting time (1-3 hours) and a secondary RV with a longer waiting time (about 24 hours). The RV points should offer good cover and concealment, close observation posts, and concealed routes of withdrawal. It is absolutely necessary to secure the RV. The possibility that the enemy may find the RV by treason must always be considered. The rest area of the unit must therefore be away from the RV point. Only a guide remains at the RV. Groups must always be ordered to cover the withdrawal of the guerrilla unit with gunfire and barriers if the operation is conducted by a larger guerrilla unit.



Backtracking and jumping off the track.

The guerrilla first went to the forest edge where he backtracked and jumped off his tracks into a group of bushes. He waded through a creek in order to further conceal his tracks.

It is best to give this task to the relief groups held in readiness. Pursuit from skillful scouts, tracking dogs, and trackers must always be expected. All possibilities to deceive them and conceal one's own tracks must be used. Such possibilities are: backtracking, cutting back, jumping off the track at suitable places, wading through streams. Setting up ambushes along the route of withdrawal now and then after a successful operation can lead to a new success and make further withdrawal easier.

Securing The Rest Area

Page 46.

Permanent camps can only be set up in very favorable terrain such as widespread forests, moorlands, and mountains. Care must be taken to camouflage the camp and the trails leading to it very well. A sure and safe measure is to only walk on hard, rocky underground. It must be avoided that beaten trails come into being. Care must be taken to secure the encamped guerrilla unit even where permanent camps cannot be erected. An effective security measure is to change the hideouts, which can be in isolated farms, cellars, ruins, hunting cabins, barns, dense pine groves, as often as possible. Immediate security is ensured by listening and observation posts. These are supplemented by a constant reconnaissance of the surrounding area. The best security is achieved with the help of the population. Women and children may be of useful service. Certain unsuspecting signals for warning and alarming the guerrilla unit must be ordered in advance. The same holds true for changing codewords and identification signals. Hideouts should have an emergency exit. Good protection can be achieved where it is possible to mine the approaches or set up booby traps using hand grenades with trip wires. Each guerrilla must always have his weapon within reach even when resting.

Roadblocks

By Lt. Michael C. Fagnon

Source: [\[1\]](#).

Pages 22-29.

Roadblocks are an important means of guerrilla warfare. They are employed together with ambushes to hinder pursuit by motorized troops and to harass enemy traffic. The effectiveness of obstacles can be multiplied through the use of hidden explosive charges. The guerrilla group must always be able to set up simple roadblocks with the means available. Training must enable the guerrillas to choose and build an obstacle best suited for the number of men and means available. When ambushing on heavily frequented roads, obstacles in the form of mines must be employed. Mines must always be carefully camouflaged. Destruction of bridges made of iron, masonry, or wood by demolition, requires considerable amounts of explosives and a thorough instruction in handling of explosives and fuses and in calculating the charges. This is a subject of special instructions and regulations. Even without explosives and mines, guerrilla groups can set up obstacles that will efficiently hinder the enemy.

Single trees can be chopped down so that a stump of about 1 to 1.5 meter's height is left standing. The treetop must fall in the direction of the road, and the whole width of the street must be obscured (figure 1).

The direction in which the tree should fall in is determined by a notch (1/5 to 1/3 of the diameter). Saw cuts should end in this notch. Jamming the saw is avoided by using a wedge. The growth of the tree and branches of other trees may influence the direction in which the tree falls. In this case, push the sticks or pull with ropes in the direction necessary (figure 2).

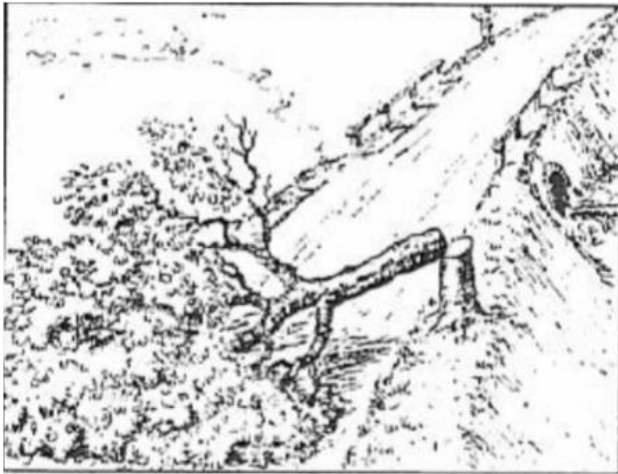


Figure 1. Single tree blockade.



Figure 2: Notches for the direction of fall.

Tree blockades are made by cutting down trees over a distance of 20 to 30 meters. The trees should fall crosswise over each other, with the treetops towards the enemy and outwards so that visibility into the obstacle is obstructed. Only trees in favorable positions are cut (figure 3).



Figure 3. Tree blockade.

3) **Destroying a road:** The road is dug out over its complete width, 2 to 3 meters wide and 1 meter deep. The earth is thrown down the embankment (figure 4). This obstacle is very effective in mountains on roads that run along slopes. Repair of the street is complicated if the bottom of the ditch is angled downhill (figure 5).

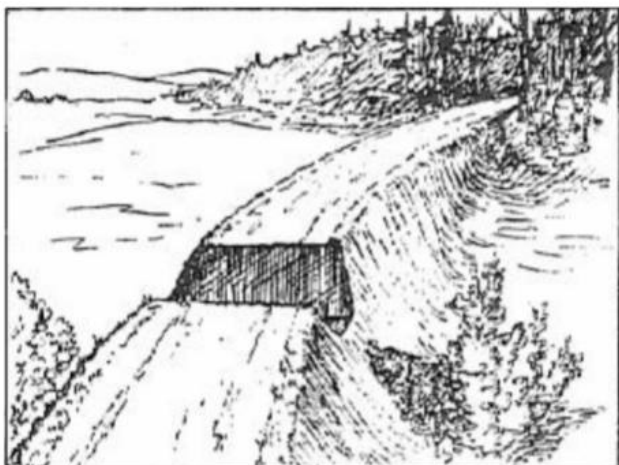


Figure 3. Destroying a road.



Figure 4. Destroying a road.

Wrecking wooden bridges is sufficiently effective if the planks and support beams of some parts of the whole bridge are removed. Destruction is completed by sawing through or removing the supports. The wood must be removed or rendered useless by chopping or cutting it. Against armored vehicles and light reconnaissance plants, the wrecking can be camouflaged by sawing the beams only halfway through. The bridge will collapse after a vehicle has driven on it.

It requires a long time to prepare the incendiary destruction of wooden bridges. The fire must be nourished from below. Therefore, a large quantity of flammable material like tar, pitch, oil, gasoline, petroleum, straw, etc. is necessary and must be fastened under every beam and all supports. Hanging or setting up containers (barrels, Jerry cans) filled with flammable liquids directly under the planks, pouring engine oil over the bridge before igniting it and so forth, will accelerate the destruction. Sufficient draft if created by removing some planks. Destruction of a large bridge by burning it down requires 5 to 10 hours.

Phony barriers: Long lasting obstruction of a road is achieved by erecting several echelons of barriers in depth. The effect of barriers is multiplied by phony obstacles. They must be identical to real barriers. Phony barriers should be erected in connection with the real ones or in alternation with real ones. A phony barrier will only be effective if the enemy notices it and if he has encountered a similar real obstacle before. If mines have already exploded in the direction of the enemy, motor vehicles will be easily stopped by a simple wire or wire rope, a conspicuous sign on the road, fresh tar spots on the asphalt of the road, brushed spots on cobblestones, freshly repositioned cobblestones, dug up and refilled holes, iron pieces or pieces of wooden planks placed on earth, and wires leading into the earth near chopped down trees.

When setting up phony barriers, a great variety should be tried. In general, the following fundamentals must be observed when setting up barriers:

- It should not be possible to bypass the barrier.
- The enemy should come upon the barrier unexpectedly (behind curves, bushes, etc).
- The barrier should be watched and be under control by one's own fireteam or reinforced through hidden charges.

Large barriers (tree blockades, destruction of roads, wrecking of bridges) which require more men and longer time can only be accomplished under favorable circumstances. Help of the population is mostly necessary. When laying mine barriers, care must be taken that other persons do not observe the work.

Rescue of the Wounded

By Carlos Marighella

Source: [\[1\]](#) (Or pages 227-240 in [\[a\]](#), [\[b\]](#), and [\[c\]](#)).

The problem of the wounded in urban guerrilla warfare merits special attention. During guerrilla operations in the urban area, it may happen that some comrade is wounded by the police. When a guerrilla in the firing group has a knowledge of first aid, he can do something for the wounded comrade on the spot. Under no circumstances should the wounded guerrilla be abandoned at the site of the battle or left in the enemy's hands. One of the precautions we must take is to set up first-aid courses for men and women, courses in which guerrillas can learn the rudiments of emergency medicine. The urban guerrilla who is a doctor, nurse, med student, pharmacist or who simply has had first aid training is a necessity in modern guerrilla struggle. A small manual of first aid for urban guerrillas, printed on mimeographed sheets, can also be produced by anyone who has enough knowledge.

In planning and carrying out an armed action, the urban guerrilla cannot forget the organization of medical support. This must be accomplished by means of a mobile or motorized clinic. You can also set up a mobile first aid station. Another solution is to utilize the skills of a medical comrade, who waits with his bag of equipment in a designated house to which the wounded are brought. The ideal would be to have our own well-equipped clinic, but this is very expensive unless we expropriate all of our materials.

When all else fails, it is often necessary to resort to legal clinics, using armed force if necessary to force a doctor to treat our wounded. In the eventuality that we fall back upon blood banks to purchase blood or plasma, we must not use legal addresses and certainly no addresses where the wounded can really be found, since they are under our care and protection. Nor should we supply the addresses of those involved in the guerrilla organization to the hospitals and health care clinics where we may take them. Such caution is indispensable to covering our tracks. The houses in which the wounded stay cannot be known to anyone but the small group of comrades responsible for their care and transport. Sheets, bloody clothing, medicine and any other indications of treatment of comrades wounded in combat must be completely eliminated from any place they visit to receive treatment.

Making Firearms

By Anonymous

There are many good documents for making firearms without milling machines. That is to say, with common equipment. These weapons will not be as reliable as proper firearms (especially with improvised ammunitions) but will be able to provide defense and terrorism. Philip A. Luty's .32/.380 sub-machine gun especially and 9mm BSP sub-machine gun are the most reliable powerful weapons. The pseudonymous Professor Parabellum has written multiple good manuals on making firearms, ranging from pump-action shotguns to revolvers, auto-loading handguns, to sub-machine guns. I especially liked the design of the King Cobra .22, which could easily arm the assassin with a well-concealed firearm. George Dimitrieff wrote a book about rocket-propelled grenades, which is definitely recommended. Just ensure that the target has no iron domes deployed. I thought about adding the manuals to this document but it made it too long. 564 pages long if you were wondering.

Guerrilla Reading

By Anonymous

There are many books that the guerrilla can read, but these are some classics for each demographic. Must reads could be enjoyed by everyone of these demographics. I am not well versed in some of these movements, so excuse me for any poor choices.

Must reads

The Art of War – Sun Tzu.
On War – Carl von Clausewitz.
1984 – George Orwell.
The Process – Franz Kafka.
The Prince – Niccolò Machiavelli.
Meditations – Marcus Aurelius.
Sun and Steel – Yukio Mishima.

Additional hints

Getaway Driving Techniques – Ronald George Eriksen.
Producer Gas For Motor Vehicles – Various.
Acquiring a New ID – Ragnar Benson.

There are many field manuals for medical procedures that are important to know in case of injury. 'The Aidman's Medical Guide' by the HQ Department of the Army is a very good one.

For General Right-Wing

Basic Economics – Thomas Sowell.
Capitalism and Freedom – Milton Friedman.
Bowling Alone – Robert D. Putnam.
The Black Book of Communism – Various.

For General Left-Wing

The Communist Manifesto – Karl Marx.
Wage Labor and Capital/Value, Price and Profit – Karl Marx.
Imperialism, the Highest Stage of Capitalism – Vladimir Lenin.
Killing Hope – William Blum.
Revolutionary Suicide – Huey P. Newton.
Homage to Catalonia – George Orwell.

For Jihadists

Quran – God, or Muhammad.
Tafsir – Al-Tabari.
Tafsir – Ibn Kathir.
Management of Savagery – Abu Bakr Naji.

Pickthall's and Yusuf Ali made some very good and reliable interpretations of the Quran.

For Neo-Nazis

Mein Kampf – Adolf Hitler
The International Jew – Henry Ford.
Hunter – William Luther Pierce.
The Turner Diaries – William Luther Pierce.
Siege – James Mason.

Manifesto

By Anonymous

“Why did you write and compile this document?”

This is a question that I know will be asked. I will be answering it in this document since I will not be providing any contact information. Since these are my opinions I will place these last. There are multiple reasons for this document's creation, some ideological, some not. What follows are my opinions and reasons for writing this text, and you do not have to believe one thing of it. I will keep it brief.

Arming The People

In an optimal system, the people should be well informed and influence their rule in such a manner. Education can aid the process, but the people must be able to fight back in case of tyranny. This is best summarized by the quote “when government fears the people, there is liberty. When the people fear the government, there is tyranny.”

The people are not armed in many regions, and laws could change in places where arming yourself is legal. Then the people must know how to arm themselves with common items and know how to use them against the status quo. If the people in China would begin making Lutys, flamethrowers, ANFO, and propane bombs and use them against the enforcers of martial law in a large scale, rest assure that the system would have to change. “Who, if not you? When, if not now?”

The people can not just be armed. The people must act. Stop waiting and talking, start making and doing. See how much one Breivik managed to shake up Norway, or one McVeigh or one Mateen in the USA. Imagine if there were 10 more.

I would advise to adopt a strategy more like McVeigh's than Breivik's or Mateen's. The people will not become revolutionary if they become the targets. Attack the status quo: politicians, police, military, bankers, CEOs, and influential journalists. In the system 1 politician's life will be more important than the deaths of 69 on Utøya. See John F. Kennedy.

Of course the attack must be well planned. The assassination of Kennedy caused the Cuban crisis. Another example would be the communists who bombed the St Nedelya Church, who failed to assassinate the leaders of the very top and caused their own downfall. Ensure that anti-status quo intelligence is high and up-to-date.

And stop with the ‘who shot first’ nonsense! Did we shoot Vicki with her baby or did the system enforcers? Or did we firebomb the Gaza strip? They are boiling the frog slowly and we must react before it is too late. It is soon too late: what is stopping the USA and the EU from implementing a credit system like the Chinese?

Accelerationism

I am an accelerationist of sorts. I do not care who helps with destroying the status quo, fascists, communists, jihadists, or anarchists, since I believe that the outcome will be better regardless. In the fallout of the fall of the status quo, the groups that caused its fall will get to fight out. Eventually the most powerful will take power. I believe I already know the outcome, but I have no power to read the future.

Nonsense

Nonsense! There is so much nonsense on the internet! I have read some guides, such as the Terrorist's handbook and the SS Paladin manual, and all are so awfully written. The SS manual begins with about 40 pages of nonsense ideology and then has some truly bad instructions. Some of the instructions were very good, but a lot awful. I especially liked the random photographs of Hitler in the instructions for making ammunition (see page 513 of SS).

This is the instructions for making a car bomb:

- Newspaper
- Fertilizer (the chemical kind, Ammonium Nitrate)
- Cotton
- Diesel fuel
- A vehicle which has been mostly gutted internally for more space

Make a pouch out of the newspaper and put some fertilizer in it. Then put cotton on top. Soak the cotton with fuel. Then light or remotely ignite the mixture."

Seems like all those pages I compiled from Breivik were a waste. What would he know? It is not like he bombed a building with ANFO. I also think some of the propaganda is supposed to aim for a female audience? Women, famous for becoming terrorists and soldiers. I do not know you be the judge (see page 86 of SS). The whole thing is also 666 pages long. Funny.

The instructions from the Terrorist's handbook and the Anarchist cookbook are no better. You would blow your face off attempting those! I do not want someone against the system to be terribly mutilated or killed, or some teenager who thinks it would be cool to synthesize nitroglycerin.

Last Words

I hope this document helped you and your operation. Just do not kill ordinary citizens, please. They should be converted not killed. And of course, this document is for educational purposes only! You can not sue me now!

Farewell.

-Anonymous.

