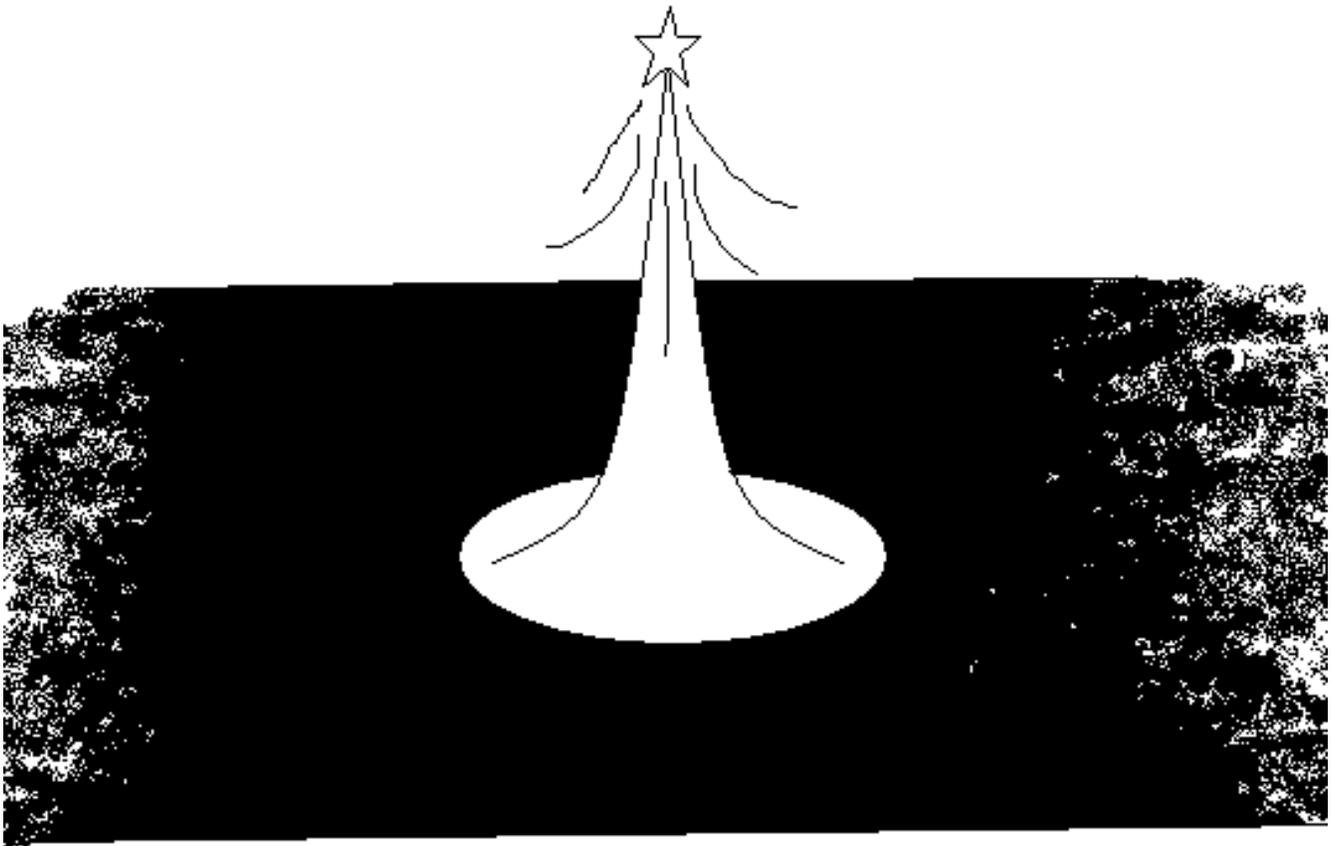




**FIELD MANUAL OF THE  
WHITE ARMY  
FM 1-1000**

**BASIC ORGANIZATIONAL  
GUIDELINES AND TACTICAL  
PRINCIPLES**

**FIELD MANUAL  
OF  
THE WHITE ARMY**



**W/FM 1-1000**

**FEBRUARY, 2007 C.E.**

# **UNIT LEADER'S FIELD GUIDE**

by  
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## **01.0 INTRODUCTION, DOCTRINE & MISSION**

### **Introduction**

#### **RACIAL GREETINGS, WHITE BROTHEREN!**

Every regular armed force builds its own set of detailed tactical concepts. Our forces are no different. Presented within this document are basic light-infantry concepts that can be applied to all types of units.

However, we are faced with a unique body of challenges, wherein most of our units will not be able to count on outside support, and must operate for extended periods with no expectation of assistance.

Thus, this manual will strive to establish the basics, teaching the 'old war-dogs' a new framework to operate in, while teaching those who have never thought about or experienced comprehensive military training the basics, the better that they may act in concept with their fellows.

## Doctrine & Mission

The mission of The White Army is to defend ALL people of White Heritage against all Enemies, wherever they may hide. We swear that once the battle joins, we will never stop and never waiver, but continue the Attack until Victory shines upon us.

**01.0.1 Principles of War** To begin your training, we will need to review the Principles of War. Our People developed these Principles over the course of thousands of years. Learn them – your Ancestors paid the blood-price to pass them down to you.

1. **Objective** Define a decisive and attainable objective for every military operation.
2. **Offensive** Seize, retain, and exploit the initiative.
3. **Mass** Apply sufficient force to achieve the objective.
4. **Economy of Force** Focus the right amount of force on the key objective, without wasting force on secondary objectives.
5. **Maneuver** Place the enemy in a position of disadvantage through the flexible application of combat power.
6. **Unity of Command** For every objective, there must be a unified effort and one person responsible for command decisions.
7. **Security** Never permit the enemy to acquire an unexpected advantage.
8. **Surprise** Strike the enemy at a time and/or place and in a manner for which he is unprepared.
9. **Simplicity** Prepare clear, uncomplicated plans and clear, concise orders.
10. **Chase** "Don't stop, exploit success" - a victory in one battle can sometimes save other battles or even win the war if right after the battle is won, your forces continue to push forward, chase and decimate the retreating enemy forces, instead of giving them time to recover and build a second line of defense.
11. **Morale** The psychological factor. The largest army, the best weapons, and the brightest Generals, are not enough if the soldiers don't believe in what they do, or in their ability to achieve the objective, so much that instead of fighting bravely and decisively they just want to get back to safety as soon as possible anyway possible.
12. **Attack** You simply can't win a war without eventually attacking.
13. **Concentration of effort** "Concentrate your forces and their fire" - probably the most important principle. What decides the outcome of wars and battles is usually not the amount of forces you have, but the amount of forces you have where it counts, where the battle is decided. The commander should concentrate his forces, and their fire, and by doing so achieve a decisive local superiority, that will overwhelm the enemy there, break the balance, and allow a breakthrough to victory.

**01.0.2 Second**, we will correct some mistakes of terminology. This should not be understood as pointless dotting, as confused terminology results in confused reporting, and thus confused perceptions on the part of both local commanders and incoming mobile-force commanders.

### 01.1.0 RPG, LAWS or AT-4?

"RPG" is a generic term for a man-portable, rocket-propelled grenade launcher. This can cover a wide variety of weapons, but it is also the specific designation of a Russian-designed weapon of extraordinary utility and longevity, the legendary RPG-7 series. To avoid confusion, the term "RPG7" should be used only when referring to that specific weapon.

The LAWS M72 and AT-4 rockets are also RPG-like weapons, and perform similar functions.



Figure 01.a.1 Russian RPG-7V Rocket Propelled Grenade Launcher

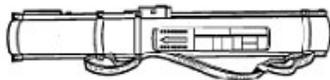


Figure 01.a.2 Russian RPG-22; equivalent to USM72A1 LAWS



Figure 01.a.3 Swedish AT-4 Recoilless Rifle



Figure 01.a.4 The M9A1 60mm and M20A1 89mm "Bazookas", c.1950

### 01.2.0 "Rifle" vs. "Gun"

A rifle is not a gun, and a gun is not a rifle.

A 'rifle' is a small arm, designed to be carried and fired by one person. "Rifling" is a descriptive term denoting the spiral grooves cut into a barrel to impart centrifugal spin to a projectile, increasing accuracy.

A 'gun' is a very large, "crew-served" weapon, sometimes also called a 'cannon', which fires a very large (1 inch+ diameter) projectile, usually explosive-filled. Guns are either towed like a trailer behind a vehicle, or are mounted on vehicles in their own right.

### 01.3.0 Magazine, Clip and Charger

These are NOT the same things!

In infantry parlance, a "magazine" is a detachable box containing a number of cartridges [q.v.] under spring tension, used as a component to the rifle's feed system. Outside of the infantry spectrum, it can refer to both a storage facility for land and naval artillery ammunition, and as an archaic term for a general supply depot.

A "clip" is a small piece of sheet metal that holds a fixed number of cartridges in the fixed, internal magazine of a weapon.

A "charger" is a small piece of sheet metal holding a fixed number of cartridges for loading into an internal magazine by being manually pushed off of the charger.

#### EXAMPLES:

Magazine: AR15/M16, AK47  
Clip: M1 Garand  
Charger: SKS Carbine, Mauser 98K

### 01.4.0 Bullet vs. Cartridge vs. Round

A "round" is a complete projectile/cartridge-case combination containing both projectile and propellant.

A "bullet" (or "shell" if filled with explosives) is the projectile fired by any weapon that leaves the barrel at the muzzle.

A "cartridge" is a container used to hold bullets and propellants firmly in a more or less watertight environment.

### 01.5.0 Tank vs. APC vs. "Armored Car"

A "tank" is a large and heavily armored combat vehicle, capable of carrying and firing an artillery-grade weapon, usually from a rotating turret. Although there are several classes of tank (light, medium, heavy and assault), and some tanks are designed without turrets, the cue is the massive cannon they carry.

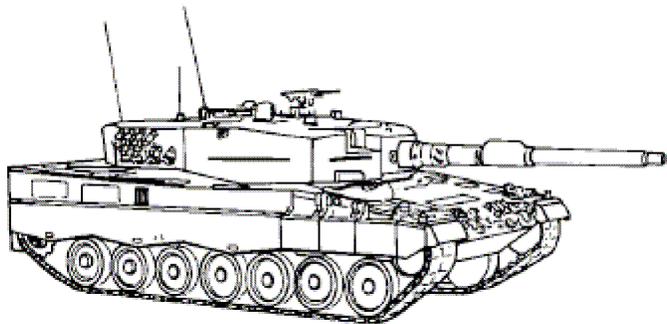


Figure 15.d.3 Leopard 2 Main Battle Tank

In contrast, while an APC (Armored Personnel Carrier) may *resemble* a tank in many respects, it is most certainly *not* a tank.

APC's, sometimes called IFV's (Infantry Fighting Vehicle), are used to transport troops to support and protect tanks. APC's are usually very lightly armored, compared to tanks, and usually do not possess weapons that can engage tanks successfully, although some do carry one or two anti-tank guided missiles. Note that APC's and armored cars do sometimes have turrets, and relatively heavy guns; this does not make them tanks, due to their extremely thin armor (compared to that of tanks).

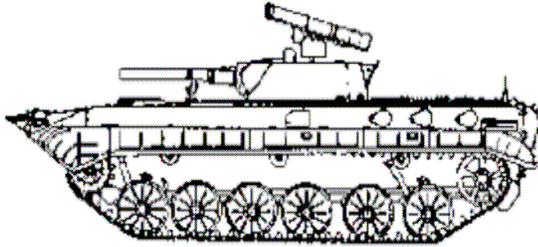
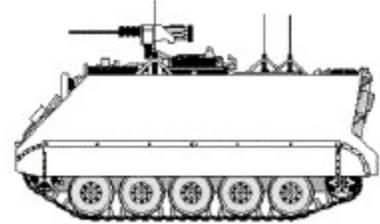


Figure 01.b.2 M113A1  
Armored Personnel  
Carrier

Figure 01.b.1 BMP  
Infantry Fighting  
Vehicle



An "armored car" is just that: essentially a large truck or "Sport Utility Vehicle" (SUV) that has been plated in armor of some kind to make it proof against rifle/machinegun fire and artillery shrapnel.

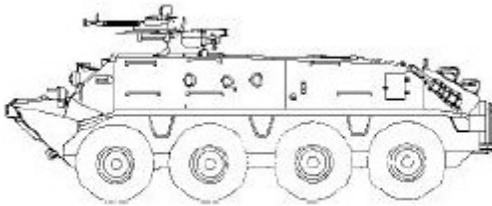


Figure 01.b.3 Russian BTR-60  
Armored Car

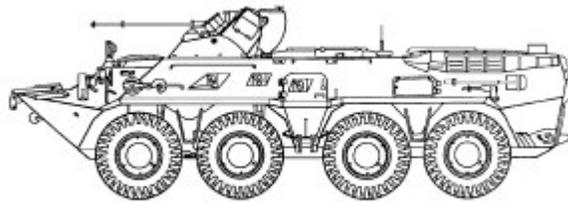


Figure 01.b.4 Russian BTR-80  
Armored Car

These vehicles are correctly employed only for security and convoy escorts, where their opponents will mainly be light infantry very susceptible to the armored cars' onboard machineguns.

Accurate reporting of vehicle types is critical in the absence of intelligence from captured enemy personnel. See the following illustrations for examples:

### 01.6.0 "Rifle" vs. "Machinegun"

There is great confusion engendered by the media, either by incompetence or design, over weapon types. As described in §1.2.0, "a 'rifle' is a small arm, intended to be carried and fired by one person..."

In contrast, a machinegun is a sustained-fire (meaning that it is intended to fire in automatic mode [q.v.] for extended periods), crew-served (meaning that it requires more

than one person to operate) weapon intended to support infantry units. (In our units, the machinegun a "major-focus" weapon - i.e., a weapon that is supported by the infantry.)

Although some rifles may fire like machine guns, they are simply rifles with an automatic-fire function.

### **01.7.0 "Automatic" vs. "Semi-automatic"**

"Automatic" means that once the trigger is pulled, a weapon will continue to fire until either the trigger is released, or the weapon runs out of ammunition. "Semi-automatic" means that when the trigger is pulled and the weapon fires, the weapon cycles the next round into the chamber with no input from the shooter, who must pull the trigger again to fire.

### **01.8.0 Cover vs. Concealment**

"Cover" (as in "taking cover") refers to any material or structure that can act as a shield or stop against direct small arms fires and light, hand grenade-sized fragments. Some structures, commonly called "bunkers", are built to withstand fire from artillery shells and missiles. "Concealment" refers to any material or structure that will conceal the unit from observation by the enemy. Concealment typically offers little to no cover or protection.

## **02.0 CONCEPTS**

The basic "building blocks" of The White Army are its Points (1 man or vehicle), Stars (6 men), Hexads (36 men) and Constellations (216 men). These four groups are the main operational elements at the "sharp end" of operations, so the main focus of this work will be on improving the abilities of those units.

Three larger formations, the Cluster, the Galaxy and the Field Army will not be formed until field operations begin in earnest. The Cluster will contain six (6) Constellations. The Galaxy will contain between six (6) and ten (10) Clusters. A Field Army will contain two to ten Galaxies.

In this first part, however, we will concentrate on Hexad-level and below operations. The fields to be covered are:

- 03.0 Patrol operations
- 04.0 Ambush operations
- 05.0 Special operations
- 06.0 Intelligence operations
- 07.0 Areas of Operation
- 08.0 Security operations
- 09.0 Supply and Support operations
- 10.0 Political operations
- 11.0 Physical training and Rifle PT
- 12.0 Recruitment and Finance operations
- 13.0 Uniforms, Rank Insignia and Promotions/Appointments
- 14.0 Operational Theory

### 03.0 PATROL OPERATIONS

**03.1.1 Patrols** are conducted for two purposes: security and reconnaissance. Patrols should only be conducted within the Hexads designated "Area of Operation" [q.v.].

**03.1.2 Security patrols** - sometimes referred to as "fighting patrols" - are sent out with the intention of locating, engaging and destroying enemy forces by fire and maneuver.

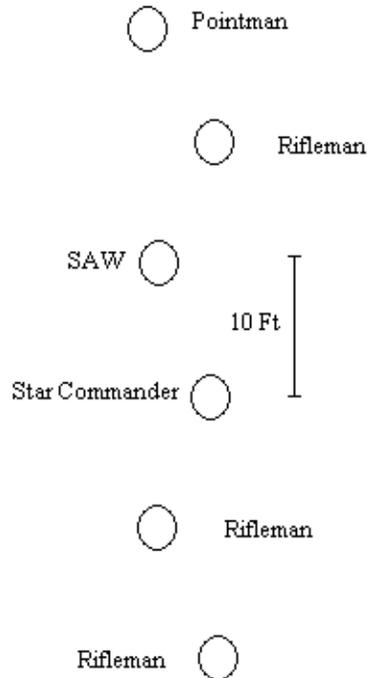
**03.1.3 Reconnaissance patrols** - sometimes called "LURP" missions (for "long range reconnaissance patrol") - are conducted to gather information on enemy forces. **It must be noted here that this does not refer to "intelligence-gathering" or "spy" missions; these operations are more properly handled by dedicated agencies.**

#### 03.2.0 Formations

When patrolling, there are three basic formations to employ on the march, depending on the terrain.

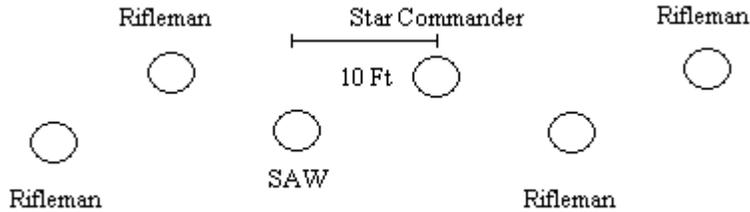
##### 03.2.1 The Column

The Column is a simple, easily controlled and fast-moving formation, but is limited in deliverable firepower to the front and rear. The Column is simply that: a line of troops, each about 10 yards from each other. The unit commander should not be leading the column, but should remain somewhere in the forward half of the formation.



### 03.2.2 The Line

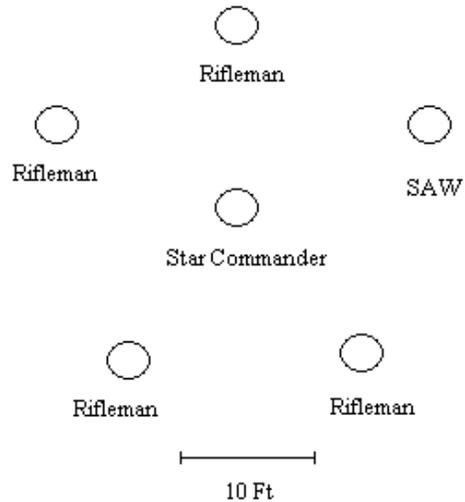
The Line formation is also simple and reasonably easy to control, and has excellent fire distribution to the front, but is very slow moving and limited in protection to the flanks and rear. The Line is a formation used either in a frontal assault (officially discouraged, if at all possible), crossing a wide and open area, such as a field or swamp (it limits damage to the undergrowth, cutting down on "spoor"), and in searching or 'sweeping' an area. Troops in a line formation may either be shoulder to shoulder, or may have every other person trailing one pace behind.



### 03.2.3 The Star

The Star formation - sometimes called a "Wedge" - is an excellent choice for a patrolling Star. It offers superb all-around fields of fire, easily changed direction of march and positive control by the Star Commander. On the down side, it is both difficult to control, and rather slow moving.

In shape, the Star is just that: picture a five-pointed star (like what the US military used to use), with a single point in the center. Each point of the star is a person, with the Star Commander in the center to better control the formation. This means that at least half of the Star's Points can fire in any given direction at all times.



## 04.0 AMBUSH OPERATIONS

The "ambush" is a form of surprise attack where, rather than "stealthily" approaching a target and attacking by surprise, an enemy unit is allowed to wander into a designated "kill zone" or "kill box". In the "old days", this was called "bushwhacking" or "ambuscade".

There are three basic ambush drills and one "contact-breaking" drill used by White Army:

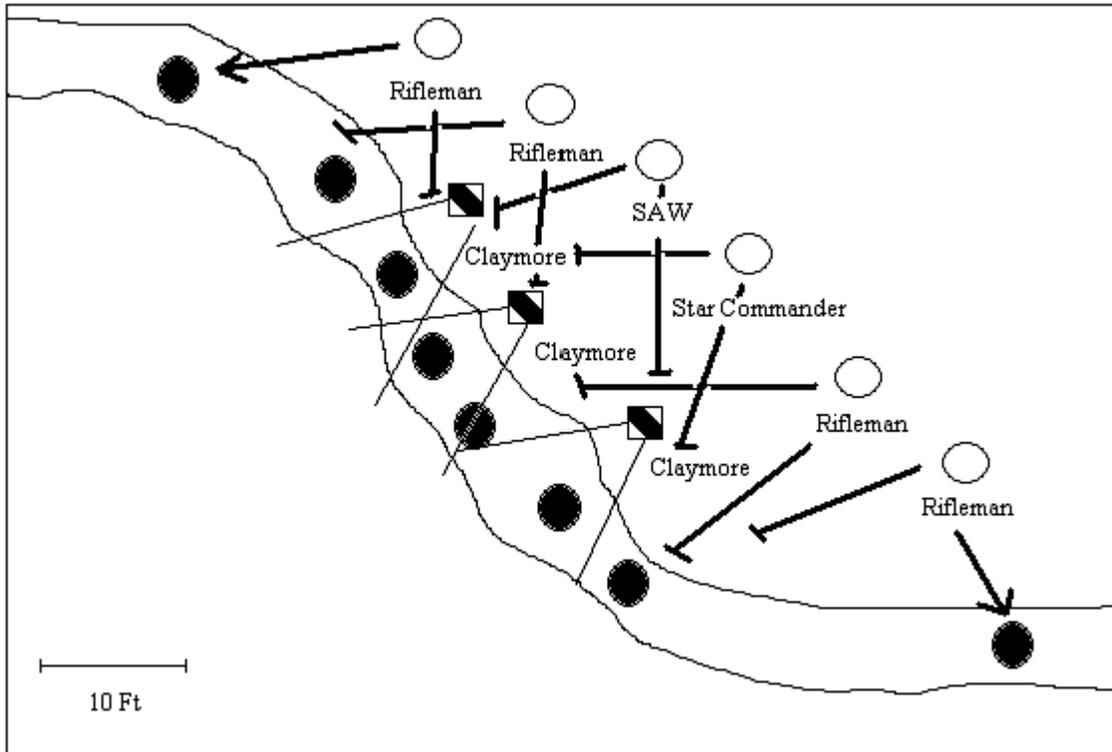


Figure 04.a.1 "L"-Shaped Ambush, with Claymore Support

**04.1.0** The "L"-shaped ambush is used when there is sufficient time to prepare a "kill zone" for action. This is only used if the enemy has become sufficiently complacent to use the same trail repeatedly.

Typically, the Star will position itself on one side or another of a trail, facing towards the enemy's expected advance, so as to fire down the long axis of the kill-zone. Along that side of the trail, the Star will lay several "Claymore"-type directional anti-personnel mines ahead of their position, facing so that they will fire across, or "broadside", the Kill Zone.

It is important for the Star to remember that many well-trained armies and paramilitary groups use "point men" to walk ahead of a patrol. These men should not be engaged unless they discover the presence of the Star waiting in ambush - otherwise, they should be allowed to pass by. Even if they discover the Star and must be eliminated, they must

be dealt with as quickly and silently as possible, either via suppressed weapons or knives. One member of the Star should be designated to deal with the point man after the ambush initiates.

As the enemy advances down the trail and enters the kill-zone, they should be allowed to advance fully into the fields of fire of the Claymore mines. The Star Commander should be the one to initiate the ambush, either by command-detonating the Claymores or by firing his personal weapon at the enemy, if no Claymores are available.

The enemy in the kill zone who are not immediately killed or wounded will react in one of three ways: they will either run towards the source of the explosions ("attacking into the ambush"), they will try to run away and seek cover from the explosions and rifle fire, or they will freeze in place.

If it is available, the Star should lay a string of detonating cord ("det-cord") along either side of the kill-zone, and shoot both cords approximately five seconds after firing the Claymores. Troops attempting to seek cover will try to use ditches or low areas on either side of the trail as cover -- landing directly on the det-cord.

- ***NOTE:** There is a natural inclination in preparing such an ambush to build in "overkill" by mining the area opposite the Claymore mines with "trip-wired" fragmentation mines or grenades, with the intention of driving the ambush survivors into the minefield. This is not recommended, as it adds an unnecessary degree of complexity to an already complex operation, and there is little time to recover unexploded munitions, wasting valuable resources, as well as leaving a minefield that will likely be forgotten until after the cessation of hostilities -- when innocent civilians walk into it, causing unnecessary tragedy, and damaging the image of both the Cause and its Forces.*

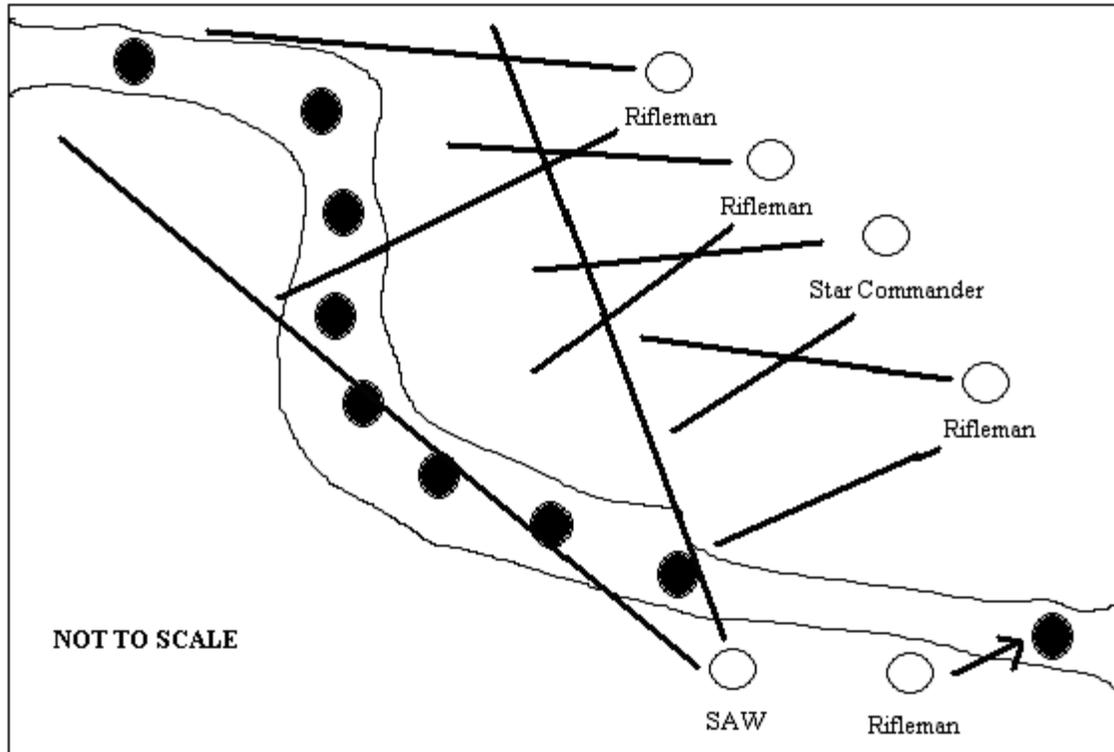


Figure 04.a.2 "L"-Shaped Ambush, no Claymore Support

**04.1.1 A "hasty" variation of the "L"-shaped ambush is used when the Star either has little time to prepare, or lacks the munitions for a "full-dress" L-Shaped ambush.**

In this variation, the Point designated as the Automatic Rifleman/SAW Gunner and his assistant face their weapons down the long axis of the kill-zone, while the remainder of the Star under the direction of the Star Commander lay spread out along the trail, in the same position as the Claymore mines. The ambush otherwise proceeds normally.

This is a very dangerous operation, as the possibility of "friendly fire" is vastly increased, but this is sometimes unavoidable.

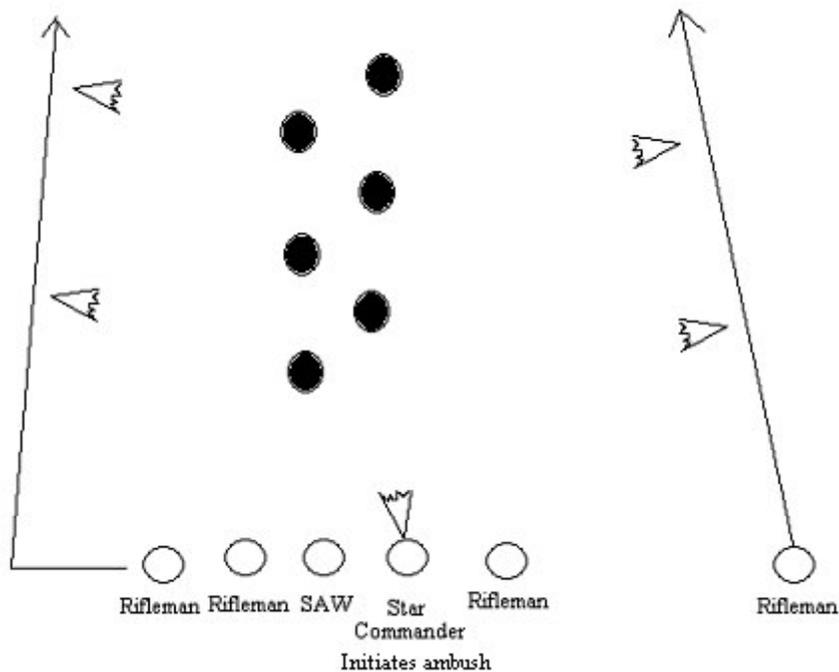
**04.2.0 The "Box"** ambush is similar to the L-shaped ambush, but is intended for very close-quarter combat.

In the "box" ambush, the Star lays across the enemy's line of march, with the fastest runner of the Star laying ten (10) meters to the side of the Star's line, while the second fastest is in line with the rest of the Star, on the opposite side.

When the Star Commander initiates the ambush, the two men on the flanks start moving at a run, the fastest man running straight down the trail, parallel to the enemy but running back along their line of march, with the second-fastest man running ten meters to the side, then turning and running down the opposite side of the enemy column, both men firing on semi-automatic as quickly as they can into the enemy.

When their magazines are expended, they will continue running to a designated rally-point well down the trail, then either circle around and rejoin the Star, or wait for enemy survivors to come down the trail, where the two will "re-ambush" them, then break contact.

This is also a very dangerous maneuver, but is an excellent "fast and dirty" tactic.



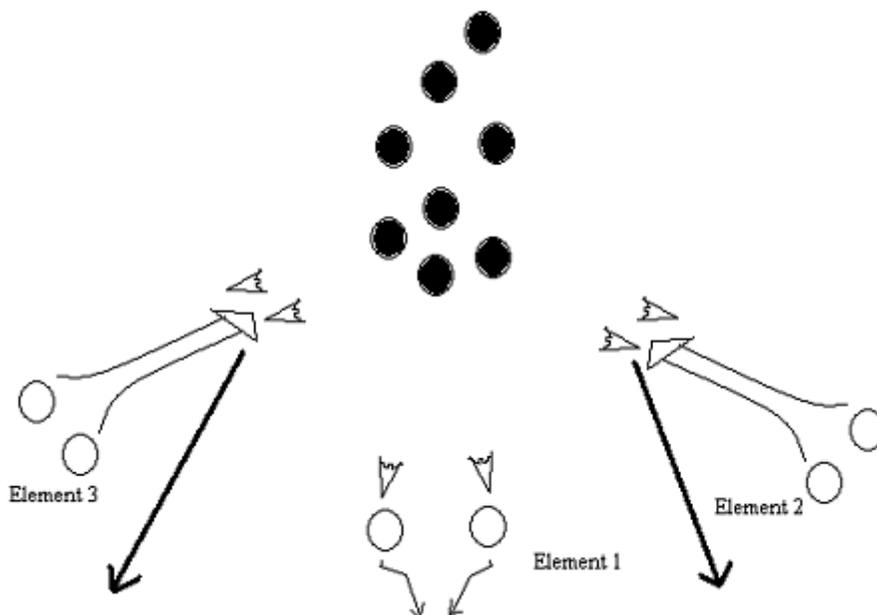
**04.3.0 The "Bait-and-Switch"** ambush is a complex maneuver, and should only be attempted under fire by well-trained and disciplined units.

Using a six-man Star, the Star is split into three two-man elements, numbered One through Three. These elements are physically separated, and will engage the enemy from widely varying angles.

Element One initiates the ambush by firing one to two magazines directly at the head of the enemy force, then breaking contact in the most visible manner possible. The intent is to lure the enemy into beginning a pursuit.

At this point, Element Two engages the enemy from a 30-45° angle, firing one to two magazines into the enemy's flank before withdrawing the way they came.

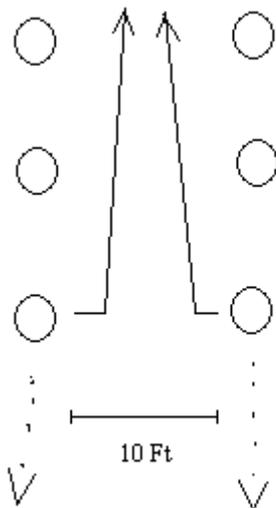
As the enemy reorients onto the new threat, Element Three engages from the opposite side of the enemy's formation along a similar, but reversed, angle, similarly withdrawing along their line of approach after firing one to two magazines.



All elements will rally at a pre-designated point.

The purpose of the "Bait and Switch" is two-fold: If the Star is operating alone and unsupported, the "Bait and Switch" will delay and confuse an enemy force, forcing them to stop to reorganize and secure their wounded and dead, allowing the Star to escape.

If, however, the Star is operating with heavy-weapons' units such as mortar's or RPG's, it causes the enemy to stall and "bunch up" in one place, making a perfect target for heavy weapons' fires.



**04.4.0 The "Aussie Peel"** is a contact-breaking drill used when the Star is surprised and must withdraw under fire.

The Star forms into two parallel three-man columns, separated by *no more* than three meters. The first, or lead, pair fire one magazine each at the enemy, then turn 'inward', running up the length of the column, and ten to twenty meters beyond and facing back down the trail. The second and third pairs repeat the process, until the Star has reformed its formation ten to twenty meters behind its original line.

Using this method, if one person is wounded or trips and falls, either their partner or the next pair in line can grab them and push them along under covering fire.

The process is repeated as necessary, but should not be executed more than three times.

## **05.0 SPECIAL OPERATIONS**

**05.1.0 "Special Operations"** is a catchall term, encompassing a kaleidoscope of different missions. Most people's perceptions of special operations revolve around "commando"-type movies, where the "Lone Hero Battles Impossible Odds Against Mostly Incompetent But Vicious And Determined Bad Guys!"©.

This perception is not even remotely near to reality.

Most Special Forces operations are conducted by tiny groups of highly skilled and disciplined professional soldiers a very long way from any kind of meaningful support.

These missions may include sniping "high-value" targets, destroying bridges or supply depots, kidnapping hostile-government officials, training local armies, hostage/prisoner rescue operations or collecting intelligence.

While there is a superficial similarity between many of the operations listed above and the routine actions of Stars and Hexads, the important thing to remember is that in the near-term, the various Points within a Star or Hexad will simply not have the levels of training, equipment and support available to even the smallest and money-poor tactical team.

In point of fact, the Unit Commander - at all levels - needs to maintain a realistic view of the capabilities of their various units; functionally, a unit commander should plan on an initial unit-wide capability equivalent to a good National Guard platoon or a major-city police SWAT team, both with considerably reduced capabilities.

It is equally important to understand that this is no reflection on the courage and dedication of the unit's members; it is simply an understanding that we are almost all trapped into a maddening cycle that limits our ability to train and prepare.

## **06.0 INTELLIGENCE OPERATIONS**

**06.1.0 "Intelligence operations"** is a very flexible term, so it is important to lay out the ground rules as to what sort of operations we are referring to.

This section covers what is essentially comprehensive area reconnaissance. What this section does NOT teach is "how to be a spy", or even worse "how to be James Bond©". This manual will neither explain nor advise on how to break into a building or vehicle, hack a computer or infiltrate a government/police office.

In conjunction with identifying the unit's Area of Operation (AO) [see Sect. 07.0], this section explains how to make a detailed assessment of resources, threats, allies and points of interest within the AO.

Performing these operations is not only good practice - it builds teamwork, and will allow the local unit to better assist Mobile Force units once operations begin in earnest.

Everything, however, begins with a map.

### **06.2.0 Cartography Overview**

"Cartography" is the art of mapmaking. In Ancient times, our ancestors scratched fairly crude, abstract symbols on rocks and cave walls to show what were essentially schematic maps of their local region.

As time advanced, mapmaking became much more sophisticated, until we were able to construct 3D models of terrain using only 2D maps.

It is the responsibility of the Star Commander (or the Point, if you are alone) to initiate and conduct an Assessment of your AO and surrounding areas, if at all possible. The sooner this is accomplished, the better.

The purpose is to familiarize the unit with alternate or "non-traditional" local routes and back-ways, as well as locations of resource nodes, traffic control points, locations of enemy concentrations and the location of safe areas and rally points.

Below, we will outline the tools and methods of use.

### **06.3.0 Symbology**

Civilian map symbols have been standardized for some time, but they are generally of little use in our level of operations. This is because all symbols have to convey

information without using words, and there is little civilian use for military-specific symbology. However, refer to §06.5.0 for additional military symbols.

At the same time, military symbols are equally of little use during the current operational phase where we need to simply identify points of interest that likely fluctuate in importance. Similarly, it is necessary to simplify as far as possible, the better to avoid paralyzing confusion and wasted effort later.

Within White Army, the symbols used will fall into the following categories:

- Generic terrain symbols
- Specific symbols

Generic terrain symbols denote features such as bridges, tunnels, airports schools and locations of cultural interest. Standard map symbols should be used for these locations.

There are four specific symbols that we use:

- Dots
- Squares
- Triangles
- Diamonds

These four symbols are for quick marking on an actual map. For recording into a logbook, it is useful to relate these symbols to a deck of cards.

This allows for a quick reference to describe something that may be reasonably complex, by identifying the type of item and its relative importance, where a 1 is virtually useless, but worthy of note, and a 10 is a major point of interest. Face cards are dealt with separately.

To incorporate the playing cards with the above symbols, use the following format:

- Dots/Hearts = This represents the location of allies, rally points, escape/exfiltration routes and safe houses/zones
- Squares/Clubs = This represents locations of interest, such as choke points, police stations, National Guard armories, etc
- Triangles/Spades = This represents concentrations of potential, non-government enemy forces. Note that this is not simply a place to list something like an apartment complex of ‘groids and spics, but is intended for more serious opposition forces, such as the Nation of Islam, or the Mexica Eagle Society.

- Diamonds/Diamonds = This represents resource nodes, such as a Home Depot, a Sam's or COSTCO, a grocery store, gardening nursery, gun store, jewelry store, gas station, etc.
- Face cards (Jacks, Queens and Kings) are used to identify specific persons of interest. These are persons to either be eliminated quickly once hostilities begin in earnest or persons friendly to the Cause who need to be secured from harm.

Generally speaking, the vast majority of units formed in adherence to this doctrine will be largely stationary. Once operations commence (refer to Sect.14.0) in earnest, however, sufficient manpower will become available to form Mobile Battle Groups, most often of Hexad to Constellation size. These units will act as far as possible as a mobile reserve to back up local units.

It must be understood, however, that the local Points and Stars will either need to work together, or need to plan for localized exfiltration to securable base areas...and even then, it may be some time until Mobile Force units can arrive; so, Points and Stars must plan appropriately.

#### **06.4.0 Methodology**

To begin with, the Star Commander will need to purchase or obtain as good a map of their immediate regional area as possible. For example, in the DFW, TX and Los Angeles, CA areas, the books to buy will either be MapsCo© or Thomases©, respectively.

Failing that, most major bookstore chains maintain a "Regional Interest" section that will contain excellent relief maps that show extensive terrain features.

If all else fails, the county Chamber of Commerce will usually have at least rough schematic maps of the area with a crude coordinate system.

Once you have the map, visit an Office Depot©, or other office supply store. Purchase laminating paper that can be directly applied to the map sheets; this will waterproof the sheet, and allow the use of crayons or wax pencils to mark object/personnel locations.

The Point or Star will drive or walk the map areas, carefully noting the locations of all points of interest on a sheet, with either the street address or a detailed description of the location, along with the associated card-code.

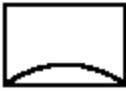
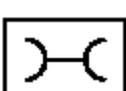
These can then be plotted onto the waterproofed map page, using the appropriate symbols.

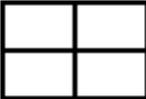
As a general rule of thumb, a rating of 1 - 5 means that the target is not very valuable, and/or should probably be destroyed in the first wave. A rating of 6 - 10 means that it is a high-value node or person, and is worth trying to secure for exploitation by incoming Mobile Groups. (Note: Aces of all suits equal "1".)

Once plotted onto the map, the data should be "refreshed" on a regular basis; this is also a good way of giving new recruits a "milk run" job to test their attention to detail and commitment. Also, the Point or Star Commander should collate their data as fully as possible to better assist them in prioritization of targets.

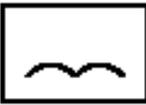
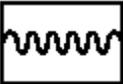
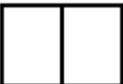
**06.5.0 Special Military Symbols** In addition to the myriad of more conventional map symbols, it will be useful to understand the more common symbols for conventional military units.

Refer to the chart below:

Unit symbol	Unit type
	Air defense
	Anti-tank
	Armour
	Artillery
	Aviation (rotary wing)
	Aviation (fixed wing)
	Engineer
	Infantry
	Maintenance

	Medical
	Reconnaissance (or cavalry)
	Signals

These unit type symbols can be combined; for an example, to represent armoured infantry units. There are also symbols that can be used to modify other unit symbols (they cannot appear by themselves):

<b>Modifier symbol</b>	<b>Meaning</b>
	Air assault
	Airborne
	Amphibious
	Motorized
	Mountain
	Supply

## 07.0 AREAS OF OPERATION

**07.1.0 Definitions** To begin, you must identify your Central Position Point (CPP); this is the spot that your unit *directly controls* – “inside the perimeter”, if you will. Second, you will have to identify your Main Defensive Cordon (MDC): this is the area that you can *effectively control*, generally an area within the “range - 20%” of your heaviest weapon.

Next, you will have to identify your Main Patrol Area (MPA). This is the area that your unit can effectively patrol on foot or bicycle, generally a 5-10mi radius from your Central Position Point. Functionally, you can only expect to control the areas within both line-of-sight (LOS) **AND** within the effective combat range of your heaviest weapon.

Together, these combine with a Combat Raiding Radius (CRR) to form your AO; the CRR is an area roughly defined as being within c.10-50 miles from your CPP's perimeter that can be "easily" reached by motor vehicle-mounted patrols (note that this also includes motorcycles)...The more urban the environment, or the poorer the road network, the smaller the radius.

**07.1.1 Construction of the CPP** There are two philosophies concerning the construction of CPP's. First is the "fang's out" approach: building a mini-firebase, complete with artillery-proof bunkers and punji stakes at the perimeter, and a cleared kill-zone extending 200 yards from the punji-line. Anyone coming down the road gets stopped at a roadblock - everyone else gets one warning shot before the volley...if that.

The second is the "tit-mouse" approach: unless you walk through the front door, you won't even know that a post exists there.

The smaller the unit, the quieter you need to be - a 6-person Star does NOT need to be building a firebase unless they expect reinforcements SOON. (**Training film:** "Platoon Leader", starring Michael Dudikoff - a very well-done film about the Vietnam War that is an exceptional example of a small, isolated unit operating in 'Injun' country.)

**07.2.0 Area Reconnaissance** Once you have defined your AO, you will need to conduct a thorough area study to gain intelligence - specifically, you need to go out and buy a local-area detail map; in the Dallas-Ft Worth, TX area, that would be a Mapsco, see: <http://www.mapsco.com>; in Los Angeles, CA, that would be a Thomas Guide, <http://www.thomas.com/>; these map-book pages generally cover about 1 sq. mi. in area, so you can record fairly detailed information on them.

You will need to laminate these pages, and buy one or several packages of eraser head-sized 'sticky dots', in as many shapes and colors as you can get. (NB: If you don't have a Mapsco-type product available, check with your local Chamber of Commerce; they usually have fairly accurate maps. In these cases, you will need to draw in your own grid, and then laminate the sheet.)

Once you have the map-book laminated, you need to start your reconnaissance. The first step is a recon of physical Points of Interest. These are defined as the following:

01. Car/truck/motorcycle dealerships, new and used
02. Bicycle shops
03. Police stations, National Guard Armories, Military bases, government buildings
04. Airports, -strips and heliports/pads
05. Train stations and rail switchyards
06. Shopping clubs/grocery stores
07. Hardware stores/suppliers
08. Firearms/ammunition retailers/manufacturers
09. Sea, river and canal ports/locks
10. Power nodes (generating plants, transformers, switching stations)
11. Telephone exchanges/Central Offices (the small green boxes on the side of the road)/Internet nodes
12. Hospitals and clinics (incl. veterinary offices)
13. Gas stations
14. Fuel processing centers (oil and natural gas)
15. Vehicle maintenance shops
16. Bottled water distributor's/manufacture's
17. Miscellaneous

You will need some sort of identifying marker for each one of these points; refer to §06.3. The 'miscellaneous' tag should be used sparingly, and should have extensive detail notes marked on the map itself with a grease pencil, crayon or Sharpie©. Most of the points above can be located via either the Yellow Pages or the Business White pages (all government offices and Military/National Guard/Reserve unit posts are located in the Blue Pages at the front of the White Pages).

The above points should be self-explanatory, but we will detail two that may have people scratching their heads:

1. Bicycles are an absolutely essential item if/when the fuel runs out: they will carry up to 400lbs of equipment in addition to the rider at the speed of a walking man almost indefinitely, and loaded with one adult plus equipment, will travel at sustained speeds of 8-12mph – all with no fuel and little sound or maintenance.
2. In a situation where society collapses completely, clean water will be the first thing to go; hence, securing supplies of 'potable' (i.e., drinking) water are vital.

Note that in all cases, if circumstances dictate that you have to requisition material/vehicles, you are required by this command to inventory and issue receipts for any and all items so requisitioned.

If you are using a Mapsco-like product, you can simply assign one page at a time to an individual; this is an effective and simple training tool. Don't forget that you will need to periodically "service" all locations marked on the maps - this is because business fold up/go out of business, and you need to know what, if anything, replaced it. This makes for good training for new recruits.

You should also use these maps as reference points for things like ambush points and choke points, to channel, inhibit and slow advancing enemy forces.

## **08.0 SECURITY OPERATIONS**

**08.0.1 Security operations** are those actions which involve protecting your AO, or which involve an evacuation.

### **08.1.0 Static Defense**

When laying a defensive plan, the unit commander should ensure that every Point under his command should have not only a primary zone that they are designated to cover, but that they should also have at least two other zones as alternates. This allows a small number of troops to cover a wide swath of territory.

The rationale behind this is that an attacker will rarely, if ever, be able to apply combat power evenly in an attack; in fact, this can only happen if the attacker has overwhelming numerical superiority. In this event, withdrawal of the unit is preferable to standing and fighting.

When possible, units should avoid static defense, unless the spot concerned is a Class 8+ node, or is otherwise critical to the Mission.

### **08.2.0 Evacuation operations**

It is assumed as a given that the vast majority of units will commence operations within heavily urbanized areas. In the event of a non-peaceful end to Zionist rule (refer to Sect.14.0, Operational Theory), units will need to evacuate these regions as soon as possible, withdrawing to safe/defendable areas, in the process escorting friendly non-combatants.

The precise nature of the causative events will determine - to an extent - the nature, timing and routing of evacuation operations, but certain parameters will be universal:

#### **08.2.1 Transport**

In most cases, evacuees will attempt to use privately owned vehicles (P. O. V.'s). Most of these will only be street-capable vehicles, unsuited to off-road convoy operations, should those become necessary; in that event, those vehicles will need to be abandoned. Loads and personnel may be transferred to off-road-capable vehicles only if time and circumstances permit.

More likely, in many cases people will be on foot, and may be either riding or pushing bicycles. The concern for the escorting unit will revolve around the condition of the evacuees' footwear:

- "Tennis shoes", "cross-trainers", "hiking" shoes, work or combat boots (including steel-toes and "Doc Martins") are preferred
- "Sport" sandals are not preferred, but are usually usable
- Pumps, "style" sandals, "flip-flops", "wingtips" and their various incarnations are most definitely not suitable to any strenuous, 'rough-country' walking, and will fall apart very quickly. This will greatly slow marching, as most people are not inured to walking cross-country while barefoot.

### 08.2.2 Mounted Convoy Operations

When operating with rough-country-capable motor vehicles, the unit should deploy with the following scheme:

- **Lead Team** The Lead Team consists of a Scout vehicle - usually a 4-wheel drive pickup - with an armed Star riding in the vehicle; their purpose is to engage hostile roadblocks if necessary. The second vehicle is an engineering vehicle capable of towing other vehicles; the crew is immediately armed only with sidearms, as they carry chainsaws, breaker bars, tow chains, etc - their security is provided by the Scout team.
- **Security Outriders** These should either be Stars riding in a 4-wheel drive truck, mounted on dirt bikes, or walking in a loose patrol formation. In all cases, outrider security details should remain no more than 50 yards from the main body.
- **Rear Guard** The Rear Guard should consist of two or three stars, if at all possible, withdrawing in a "bounding over watch" (see figure 08.a.1) pattern to cover the column's tail end.
- **Column Control Group (CCG)** The CCG is sprinkled throughout the column, assisting and motivating the Refugees along, maintaining march discipline and calling for assistance from medical personnel when necessary.

### 08.2.3 Dismounted Escorts

When escorting a Refugee column where there are no or very few motor vehicles, the same format outlined in 08.2.2 should be utilized, although the Lead Team may need to draft help from the column to carry equipment. Also, in these cases, as many Points as possible should carry machetes.

## **09.0 SUPPLY AND SUPPORT OPERATIONS**

### **09.1.0 Supply Operations - Overview**

Supplies are a matter of critical importance for any military formation. Too often, too many people focus all of their attention on weapons and "flashy" weapons-accessories; for these people, "supply" equates to a few spare magazines, an extra canteen and a box of Granola© bars.

This Section will strive to correct this misconception.

### **09.1.1 White Army Supply System Overview**

In general, the Supply system follows that established by the US Armed Forces. This is because, firstly, most of the prior-active duty members of The White Army are intimately familiar with the general layout of the system, and secondly, the system is very straightforward and easy to use for anyone with an eighth-grade or higher public school education (this is the educational standard used by the US military).

Every unit larger than a Hexad in size should designate both a Supply and a Logistics officer. It is this officer's responsibility to locate and emplace Supply Points; manage funds for supply purchases received from the Finance officer (q.v., Sect. 12.0); maintain maps and log books showing the locations and inventories of each Supply Point; and authorize and record any withdrawals from a Supply Point.

### **09.1.2 Classes of Supply:**

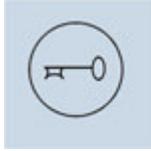


Class 01 - Subsistence

#### **SUBCLASSES**

A - Nonperishable  
C - Combat Rations  
R - Refrigerated  
S - Other Non-refrigerated  
W - Water

Food items of all types, including both combat rations ("Meals-Ready-To-Eat") and fresh food.

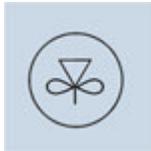


Class 02 - Clothing, Tools, General Supplies

#### SUBCLASSES

- A - Air
- B - Ground Support Materiel
- E - General Supplies
- F - Clothing
- G - Electronics
- M - Weapons
- T - Industrial Supplies

General clothing, uniforms, tents, conventional infantry weapons (including mortars and ATGM/TOW launchers), hand tools, communications wire and office supplies.

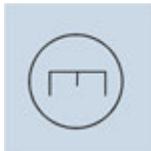


Class 03 - Petroleum, Oil & Lubricants

#### SUBCLASSES

- A - POL for Aircraft
- W - POL for Surface Vehicles
- P - Packaged POL

Fuels of all types, as well as lubricating oils and other mechanical-assistance fluids.



Class 04 - Construction and Barrier Material

#### SUBCLASSES

- A - Construction
- B - Barrier

"Junk" lumber, barbed wire, prepared anti-personnel spikes, etc.



Class 05 - Ammunition

#### SUBCLASSES

A - Air Delivery  
W - Ground

Ammunition of all types, including heavy-weapons ammunition for mortars, cannon and missiles.

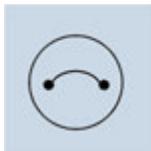


Class 06 - Personal Demand Items

#### SUBCLASSES

None

Alcohol, candy, jewelry, etc.

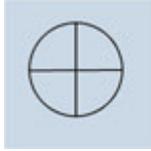


Class 07 - Major End Items

#### SUBCLASSES

A - Air  
B - Ground Support Materiel  
D - Admin. Vehicles  
G - Electronics  
J - Racks, Adaptors, Pylons  
K - Tactical Vehicles  
L - Missiles  
M - Weapons  
N - Special Weapons  
X - Aircraft Engines

Vehicles and aircraft of all types, special weapons not in the normal inventory.



Class 08 - Medical Material

### SUBCLASSES

- A - Medical Materiel
- B - Blood / Fluids

Includes both general medical supplies - such as drugs, antiseptic fluids, and bandages, etc. - as well as whole blood and blood plasma.

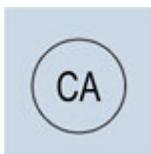


Class 09 - Repair Parts

### SUBCLASSES

- A - Air
- B - Ground Support Materiel
- D - Admin. Vehicles
- G - Electronics
- K - Tactical Vehicles
- L - Missiles
- M - Weapons
- N - Special Weapons
- X - Aircraft Engines

Repair parts for all types of weapons and equipment.



Class 10 - Material for Non-Military Programs

### SUBCLASSES

None

Non-military-specific material such farm equipment, school supplies, non-field bedding and sheets -- anything that does not have a direct military function, and is not a retail (Class 6) item.

### **09.1.3 Establishment of Supply Points and Caching of Supplies**

#### **09.1.31 Initial-Phase Supply Points**

Establishing a Supply Point during the build-up phase of operations is difficult, expensive and time-consuming, but is absolutely essential.

During the build-up phase, Supply Points will tend to be multi-functional, containing a wide assortment of supplies, up to and including vehicles. The only Supply Points that will maintain vehicles or large quantities of material (which this document officially discourages) will be those located in an outbuilding of a sympathizer[s] in the AO. What is more desirable is smaller caches buried in various locations around a safe zone.

Supply points should be sited close to or within the expected AO, but must also be in a "safe" zone, where they have the greatest chance to remain undisturbed until needed, and can then be used to greatest effect. Supply Points must also be sited to allow for ease of access from roadways, while remaining concealed during day-to-day activities.

Supply Points should contain a variety of easily storable materials, not just munitions. These other items should include the obvious, such as dry grains and rice (in vacuum-sealed bags), non-expirable medical supplies (such as "ace-wraps", medical tape and sterile gauze), etc (see §09.2.33 for a sample list).

Also included should be items that are not so obvious. Such items include hard candy, honey, instant coffee and tea (both powdered and in bags), sugar and salt, cocoa powder; also - and perhaps as important as ammunition - are a couple of boxes of paperback books - nothing specific or overly political (see Sect. 10.0), but more like light reading. The reason for including these seemingly innocuous items is entirely psychological, as people *need* an occasional emotional boost during times of high stress.

#### **09.2.32 Ammunition vs. Weapons**

There is a natural tendency to attempt to acquire weapons in large numbers and a great deal of anxiety if large numbers of weapons are not available. These concerns are largely illusory – the vast majority of casualties in modern warfare are caused by artillery rather than small arms and, to quote a certain actor, "...When I need a rifle, there will be plenty laying around on the ground."

What the SupO needs to concentrate on is buying ammunition. Once the active phase commences, ammunition stocks will evaporate rapidly. As a consequence of our force's limited funding, it is officially encouraged to concentrate monies on the following calibers:

Tier 1 (Considered most important):

- 9mm
- .45cal ACP
- .308/7.62x51mm
- 7.62x39mm
- .223/5.56x45mm
- 12ga 00 Buck

Tier 2 (A *distant* second):

- .30-06
- .30-30
- 8mm Mauser
- .303 British
- .243
- .22 LR
- .357 Magnum
- .44 Magnum

The listings in Tier 1 are the most common calibers in general military use in North America and Europe that are easily available commercially. These calibers will fit the most common weapons found in the hands of our Forces, and thus should be the main focus for purchase.

The ammunition listed in Tier 2, while functional for military use, generally either only fit older, surplus weapons of questionable quality (.303, 8mm), or are only truly popular in civilian shooting (.30-30, .357, .44, .243, .22).

Although many people will have Tier 2-caliber weapons, the White Army is not an ammo store – we have limited resources, and must focus our efforts on areas with the greatest utility.

**09.2.33 Sample List for a Phase 1 Supply Point** This is intended to represent a cache for approximately 12-18 troops.

Foods:

- 300 lbs Dry white rice
- 300 lbs Dry beans
- 20 lbs Pure Honey
- 10 btl Multi-Vitamin
- 5 can TANG, or equivalent

- 5 pkg Cheese-cloth
- 4 gal CLOROX™ Unscented Bleach (for water purification [1])
- 10 lbs Hard candy

Seed Package:

- 50 lbs Hard Red or similar wheat
- 50 pkg Assorted vegetable seeds (Check the farming/gardening information for the area the cache is contained in; ask in reference to “starting a truck-garden”)
- 4 ea Garden hoe
- 2 ea Rake
- 6 ea Shovel

Recreation:

- 1 bx Paperback books (“light” reading); approx. 100 titles
- 1 se Scrabble
- 1 se Combination set: Chess, Checkers, Backgammon
- 4 ea Deck, Playing cards
- 1 ea Tactics II board game (or similar)
- 1 ea Squad Leader board game (or similar)

Ammunition:

- 9mm x 3000 rounds
- .45cal x 1000 rounds
- 12ga x 1000 rounds
- 5.56x45mm x 10,000 rounds
- 7.62x39mm x 10,000 rounds
- 7.62x51mm x 10,000 rounds
- *Note 1: Strain water through three layers of cheesecloth to remove solid matter; add 16 drops of unscented Clorox Bleach™ per 1 gallon of water, and allow to sit for at least four hours. **WARNING: DO NOT USE ANY BLEACH THAT CONTAINS ANYTHING OTHER THAN SODIUM HYPOCHLORIDE AND WATER!***

Note that this is only a small cache, and is not intended to exist by itself. There should be a minimum of three such caches to support two or three Stars.

**09.2.34 Follow-on Food Supplies for Post-Phase 2** For the purposes of long-term supply, foodstuffs are grouped into the following three categories and priorities:

Category/Priority 1:

- Dry pasta
- White rice
- Soy, pinto and other types of beans, including dry-mix bean soups
- Canned jams and jellies
- Cake/biscuit/pancake 'powders' like "BisQuick®"
- Dry "Quaker Oats®"-type cereals
- A variety of nuts (for their protein content)
- Powdered drinks
- Spices, including dried chili peppers, honey, syrup, and hard candy

Category/Priority 2:

- Ungrounded wheat and other grains
- Dried, dehydrated or jerked meat
- Dehydrated fruits and vegetables

Category/Priority 3:

- Canned and fresh fruits and vegetables

These foods are grouped together for the following reasons:

Category/Priority 1:

This first group consists of items that store easily, do not lose their nutritional value over time, and require the least effort to process into something edible (incidentally, the purpose of including spices and sweets is two-fold: first, some spices, such as salt and garlic, have proven nutritional, and even medicinal, value; and second, the psychological boost that familiar luxuries provide in harsh times);

Category/Priority 2:

The second tier is grouped that way because of two considerations: first, because some of the items require more processing in order to be palatable for modern stomachs, even though most grains store almost indefinitely, and second, because the canned or dehydrated items listed lose their nutritional value after one-to-three years of storage.

Category/Priority 3:

Fresh fruits and vegetables in the above list are given the lowest priority because they store terribly, lasting only a few weeks, at best, before they spoil. Canned foods tend to

be of questionable quality and content, as they generally require large amounts of chemical preservatives to maintain their shelf life.

### **09.2.35 Caching**

In most cases, a Supply Point's location cannot be openly advertised, for obvious reasons; indeed, the supplies themselves must often be cached - securely stored, often buried underground.

To accomplish this, supplies should all be stored in plastic, food-grade 5-gallon buckets. These should have as much air as possible evacuated from them prior to storage, and their lids should be sealed with the strongest duct tape available, the seams of the tape coated with a good epoxy resin like modeling cement.

If those supplies are unavailable, PVC pipe works as well, although its dimensions will be rather limited. Such pipes should be three or four inches in diameter, ideally with both ends threaded to accept screw caps.

First, seal one end by painting the threads with an epoxy sealer, and screwing the cap in place. Next, load the pipe with whatever supplies will fit. Lastly, paint the threads of the top cap with epoxy, and screw in place. Allow 24 hours to dry, then bury the buckets or pipes in an easily-accessible location, a minimum of three feet below the surface.

### **09.2.36 Follow-on Operations and Main Force Supply Points**

Once active operations have commenced, local units will find themselves operating openly, either as a "main focus" unit (the Volk doing the direct fighting), or as supporting units for Mobile Forces.

In these cases, Supply Points will be constructed as close as practical to the fighting. They will also not be concealed, but will require openly armed security troops, as well as Supply and Maintenance personnel.

Refer to §09.3.0 for more information.

### **09.3.0 Logistics Preparation of the Battlespace**

"Logistics" is the movement of supplies, equipment and personnel between rear or administrative zones of control and the battlefield, whereas "Supply" concerns the acquisition, categorization and storage of material.

In the build-up phase, the unit Supply Officer (SupO) and the unit commander are the only people who should withdraw anything from a Supply Point; in fact, they should be the only people who know the location of the unit Supply Point.

With the commencement of open operations, it will be the unit SupO's function to acquire additional supplies of all relevant Classes. Most often, these will be Classes 4, 5 and 8 (engineering material, ammunition and medical supplies); however, all Classes of Supply should be properly accounted for, stored and issued as necessary.

### **09.3.1 Main Supply Points**

Main Supply Points (MSPs) should be constructed as close to the battle zone as practical. The main concern is not for the safety or security of the material, but of speed and ease of movement to the fighting troops.

MSPs should be sited with easy road access for both light vehicles and heavy articulated ("semi-trucks") vehicles in mind. The various Class yards should be kept separate from one another, and should be clearly marked with the symbols outlined in §09.1.2.

Yards for explosive or flammable materials (Classes 3 & 5) should be surrounded by earthen berms that are a minimum of 3ft thick and 8ft high, to contain explosions, fire and debris from accidental ignition of the flammables.

*The SupO is responsible for everything that occurs within the MSP.*

### **09.3.2 Main Supply Routes & Convoy Escorts**

Once the MSP has been sited, the Logistics Officer's (LogO) job is to scout out both Primary and Secondary Supply routes, to form convoys and oversee the training of their crews.

#### **09.3.21 Supply Routes**

Supply routes should follow as direct a path as possible to their delivery areas, but where possible, those routes should have at least some kind of concealment.

Supply vehicles should also be covered, if at all possible, with local vegetation, to blend into their surroundings when avoiding observation from the air, and headlights should have "peep covers" attached or painted on that cover 75-80% of the light-beam for night driving.

(Although current technology makes these measures largely pointless, it is vital to remember that, 1. Not all of our potential enemies have access to high technology, and 2. In any event of appreciable scale, as outlined in §14.0, high technology items will be virtually useless after a reasonably short time.)

### **09.3.22 Convoy Loads, Formations & Security**

Convoys, once formed, should be loaded out with whatever requested supplies are available; the temptation to work up "unit kits" should be avoided, as there is a great deal of waste in such processes.

Whatever the requesting unit needs that is available, toss it onto whatever trucks you have and send them out - don't quibble over authorization forms unless it's something truly vital. Just get a name, unit and signature, since at the Constellation and Cluster levels (where most supply operations will be conducted), the SupO and LogO should be familiar with the officers and NCOs in their commands.

In forming a convoy, always ensure that there is at least one security vehicle for every five cargo vehicles (even if it is only one cargo vehicle); any smaller ratio, and there is too much road space to cover effectively.

Supply vehicles should have a Driver and an Assistant Driver (a-driver) when possible; this can be waived in manning emergencies. For vehicular emergencies such as breakdowns, a heavy tow truck should be in the column for every twenty vehicles, if at all possible. Crews should practice rigging tow cables on the road, under fire.

Escort vehicles should be a 4-wheel drive light pickup truck, and should have a driver and assistant-driver in the cab, and at least two (2) and preferably four (4) shooters in the bed. Escort vehicles should always lead and trail the column of cargo vehicles, and where possible should range up and down the line at random.

Escort crews need to remember that they are infantry, and should practice both shooting from moving vehicles and rapid dismounts for infantry attacks.

**10.0 POLITICAL OPERATIONS** Politics is the heart of any movement, whether it is a charitable organization, or an aspiring political party. We are no different.

However.

The White Army is entirely a-political. Let me repeat that:

**THE WHITE ARMY IS A-POLITICAL.**

It does not matter whether you are a Separatist, NS, WN, W/Anarchist or whatever. O.R.I.O.N. and O.S.I.O.U. are in full force. As a Trooper of The White Army, you are responsible for **Our Entire Race**, not a portion of it. If that is an issue, then the White Army may not be for you.

Note that complaints filed by worthy White parties following Phase 6 will be investigated fully.

Now that the “sturm und drang” is out of the way...

**10.1.0 National Command Council (NCC)** At this writing, there is no NCC seated. This is due to the simple fact that no such body can exist at present, due to our situation.

What will occur during Phase 3 (see §14.1.0) is that nationally recognized leaders – persons you have heard of, perhaps whom you have met – will make contact with each other, and will work out an internal political strategy. Until then, there *is* no leadership, beyond whatever local command structure you are under.

However, refer back to Sect. 10.0.

Once the NCC has convened, it will broadcast on a shortwave radio channel to be determined.

**10.2.0 Presenting Our Case to Survivors** During Phase 2, you will undoubtedly come into contact with many people who will have never heard of the White Army. They will fall into three categories:

1. Anti's
2. “Other” WNs
3. “Average Joes” who may or may not come over to our side

The answer to the anti's should be obvious: don't waste your time trying to sway them, as you never will – Rule 37 applies (see Appendix 1).

The other two, however, present unique issues.

**10.2.1 “Other” WN** As anyone who has been in the Movement for any length of time knows, we do not lack for political, philosophical and religious divisions. Outside of your immediate Star, many, if not most, of the White Army personnel – to say nothing of refugees – which you will meet will not have exactly the same views as you.

Refer to §10.0.

The most important thing is unity. There are too few of us that have even close to a real appreciation of the danger to Our Race – petty bickering while Rome burns will do nothing but get us all killed equally.

**10.2.2 Ride of the “Joe-bots”** For every WN reading this, and for every WN *not* reading this, there are a vast number of other, potential, WNs out there who have been ruthlessly programmed by the Enemy’s educational system to hate and fear us. These, sadly, make up the bulk of the Enemy’s forces arrayed against us.

On the upside, “Joe-bots”, once they have had the realities of life exposed to them, usually become rabid supporters of the first WN philosophy they come across.

## 11.0 TRAINING

**11.1.0 PHYSICAL TRAINING** Physical training is one of the base essentials in preparing yourself for war. Even if you have a number of injuries, it is your responsibility to prepare yourself as far as you can.

It is important to understand, however, that simple strength training with weights is not sufficient by itself. What is needed is “total-body” fitness, where strength, endurance and cardio systems are improved, as that group is more important than simply bulking up muscles.

Below is an exercise suitable both for individual and group training.

**11.1.1 20-Count Body Builders** This is an excellent cardio and endurance trainer. The goal should ultimately be 50 reps.

Starting from the position of attention:

- Moves 1 – 4: “Jumping Jacks” x 2
- Moves 5 – 6: “Squat-Thrust”
- Moves 7 – 10: Push-Ups x 2
- Moves 11 – 14: “Mountain-Climber” x 2
- Moves 15 – 18: Push-Ups x 2
- Moves 19 – 20: Reverse-“Squat-Thrust”, return to the position of attention

This constitutes one (1) rep. Repeat.

## 11.2.0 Rifle PT

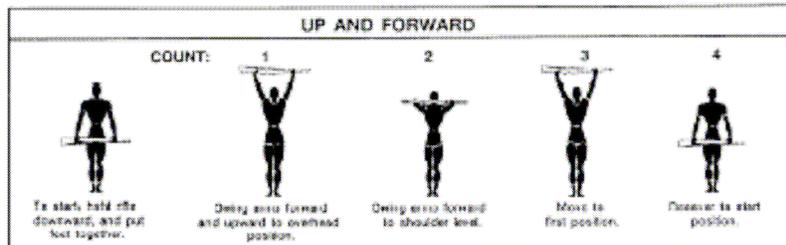


Figure 8-12

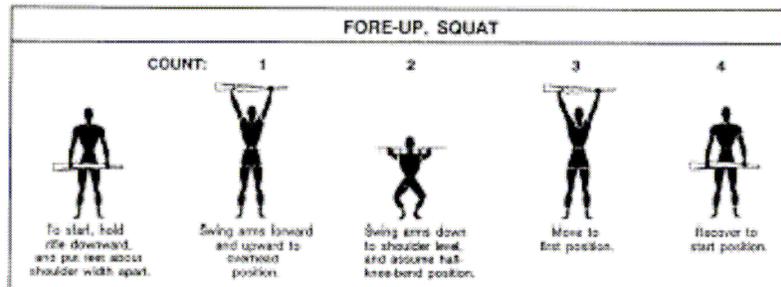


Figure 8-13

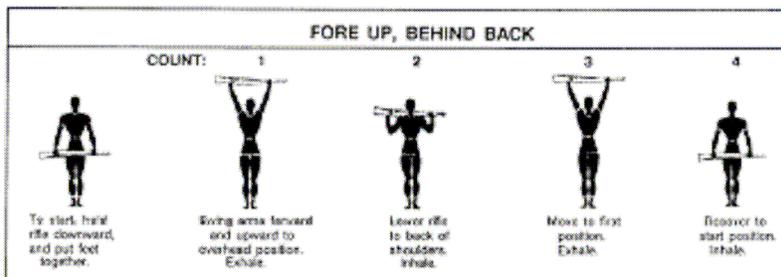


Figure 8-14

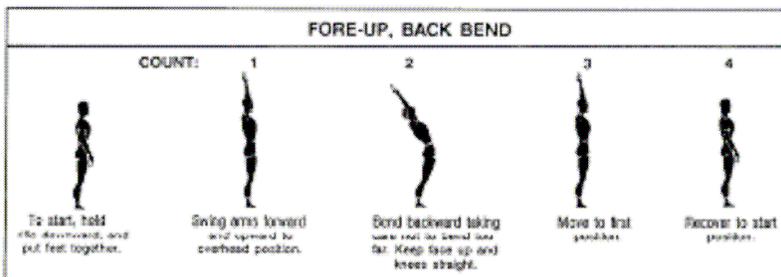


Figure 8-15

### **11.3.0 FIELD TRAINING**

Another tough subject, as training is exactly what it appears to be. Physical training is very important, as is learning to use your weapons, and the tactics outlined above but that is not enough. Hunting (meaning “stalking”, not hunting from a blind) is useful for very small groups, but not for larger formations.

Unfortunately, training for Star- and Hexad-level operations is not as easy as some people like to make out. The best that you can hope for beyond surplus military manuals (unless you happen to run a “mercenary school”) is one of the better combat simulation games.

I’m not talking about “first-person shooters”, like *QUAKE™* or the *RAINBOW™* series, but something perhaps not as “immediate”. The one product that I hear about constantly is the *CLOSE COMBAT™* series of squad- and platoon-level command games. I have heard US Marine officers that I deeply respect sing this game’s praises, wishing that they had owned the game when they were fresh, young lieutenants.

I cannot think of a better recommendation.

The only problem with *CLOSE COMBAT™* is that it may be a little difficult to find. If that is the case, try the *SQUAD LEADER™* series of tabletop war-games. These are by no means the best, but they are better than nothing.

## **12.0 RECRUITMENT AND FINANCE OPERATIONS**

### **12.1.0 Recruiting**

This is, without a doubt, the hardest mission you have in the beginning. Sadly, the days are long gone where we could simply stand up and announce our just intent, fully expecting fellows of principle to follow.

How far have we fallen? You cannot trust anyone that you have not known for years...and perhaps not then. You will have to reach down, into yourself, and find it in you to approach the fence sitters that you can trust, and bring them in.

How? You have to convince them – not shrilly, not frothing at the mouth – that their best chance for a future lies with the White Cause. There is no manual but your own honesty and commitment.

But understand this: as much as it grieves me, until we are engaged, you are on your own: if you go off half-cocked and jump the gun, don’t expect us to be able to save you. With a little luck and the grace of our Beliefs, “The Day” will come very soon.

## 12.2.0 Financing Your Unit

Here again, we're on the short end. Unless you are independently wealthy, you are a work-a-day slob like the rest of us, scraping from one paycheck to the next. I don't have any easy answers for you, but whatever you do, **DO NOT** start robbing *anything* – we need you alive and out here, not in some ZOG hellhole.

Right now, your best bet is to try and shave off \$10 or \$20 from every paycheck – rather than eat at McDonalds for a couple of days, slide that \$20 bill into a coffee can, and use it to buy a box or two of ammunition, since that's the single most critical item for The Day.

Do the math: if you, reading this now, can pull together just five more people – *five* – you will bring in about \$180 per week (assuming that you all get paid weekly), or \$720 per month...trust me, it adds up quickly – that's a lot of ammo after a couple of months, more than your Star can carry easily, without a vehicle.

Sadly, except for bake- and garage-sales, that's about it for the money department.

I wish I could give you more on these two critical subjects, but I can't start advising you to do anything else...until it all comes down.

## 13.0 UNIFORMS, INSIGNIA AND PROMOTIONS/APPOINTMENTS

### 13.1.0 Uniforms

Uniforms are extremely important to any military formation, as telling the difference between friendly and hostile troops will be difficult in the field as it is, without the added complications of limited funding and supplies.

As a result, an improvisational approach must be used, at least in the initial phases, until a more regular manufacturing arrangement can be established.

It must be understood, however, that these uniform and insignia guidelines are not intended for use in concert with the Geneva Convention relating to the treatment of Prisoner's of War (POWs), although they *do* comply with those guidelines. This is because the expected enemy has stated conclusively that adherence to the Geneva Convention is not required of their forces.

In the buildup and immediate operational phases, the uniform will need to be multi-functional. Denim "blue jeans", black shirts and hiking, combat or steel-toed work boots – preferably black or dark brown in color – with a black ball-cap or woolen watch cap will be the basic uniform. Additional clothing items should include two or three military-grade rain ponchos, a poncho liner, a black M1943 Field Jacket with liner and heavy work gloves. Jeans should be "bloused" over the boots, if possible.

Individual Points and larger units will need to decide if a camouflage patterned uniform is necessary, but most often, it is not. If it is warranted, Vietnam-era “Tiger Stripes” are preferred for active operations, the better to distinguish friendly forces from their most likely opponents.

For formal functions or parties, a long-sleeved, white button-down shirt should be worn instead of the operational black.

### **13.2.0 Identification and Insignias**

Due to the nature of this manual, Points and unit commanders will need to exercise discretion when dealing with incoming units. All unit personnel should understand that such discretion is necessary to counter infiltration by enemy forces.

**13.2.1 White Army Identification Bands** All personnel, once operations commence, should pin a brassard (a cloth band about 6 inches wide) to their upper left arm. The cloth should be “Royal Blue” in color, with a large, white five-pointed star centered on the cloth. (NOTE: This is subject to change on short notice.)

**13.2.2 Unit Identification Patches** The use of unit identification patches is officially discouraged by this document. All personnel are Defenders of the White Army. “O.R.I.O.N.” and “O.S.I.O.U.” apply.

**13.2.3 Rank Insignia** Once above the level of the Hexad or Constellation, it will become difficult to recognize all the faces and associate them to ranks. This is especially true once operations commence in earnest, when new recruits will flood in, and will need to know whom they are taking orders from.

**13.2.31 “Star” Insignia** Personnel reading this document who decide that the White Army is for them and make a commitment to themselves to adhere to the White Nationalist Doctrine, should consider themselves to be Points within the force structure of White Army.

The rank insignia for a Point during the buildup phase will be that used by the US Army for the rank of E5/Sergeant, with the chevron pointing down, worn centered on the left breast pocket on button-down shirts, and worn centered over the left collarbone when wearing a t-shirt.

Once a Point recruits a minimum of **three** other WNs into their unit, the Senior Point may self-promote to the rank of Star Commander. That rank insignia is a five-pointed star

identical to a US Army Brigadier General rank insignia. It is worn in a fashion similar to the aforementioned chevrons, with one point up.

A Star Commander has the authority to assign ranks to the Points under his command. These ranks are Trooper, Corporal and Sergeant. Those rank insignias should be the US Army insignias for Private First Class/E1, Corporal/E4 and Sergeant/E5, all worn in the above style.

- **Note 1:** *All rank insignia should be black in color for operational use or in the “subdued” black-on-green pattern in current use. If subdued patches are worn, they are to be oriented in the same way as metal or plastic pins.*
- **Note 2:** *For formal functions, use of “bright metal” insignia is authorized.*

**Special Note from the Author:** *The Star Commander is the most important link in the chain. It falls upon **you** to find, recruit, form, train and lead those who would join us. It is **you** who are the “Tip of the Spear”, the Defender of our People. Know that **you** are the one, true factor in our ultimate Victory.*

*It all comes down to you.*

**A Final Note to Points aspiring to higher ranks – DO NOT** style yourself a Star Commander if all you have is you, a couple of dogs and your pet goldfish. There is functionally nothing that the author can do at this point to stop you from doing so. That said, our PEOPLE are depending on YOU to live up to the standards of this document, and there are Star Captains in your area who will be making plans based around you, and what you have told them of your strengths, weaknesses and situation.

Brag all you want in the aftermath (see Appendix 4), but don’t lie to your Brothers and Sisters before or during operations.

**A Note to Star Captains** After the Points and Star Commanders, you have the tough job. You will need to learn how to herd cats to make your units work: your people will be saddled with work-a-day jobs, personal issues, low income and problems maintaining their morale in the face of the daily grind. To quote Maurice de Saxe, Marshal of France: “The courage of soldiers must be reborn daily.”

You will need to seek out the other Points and Stars in your AO and at least make contact with them. Don’t get greedy and don’t become tyrannical – our people aren’t animals; they cannot be “driven” to battle, they must be led.

That’s your job. Our job is to try to give you the tools you’ll need to do that. This manual is a start; we’ll put out more as soon as we can but it falls to *you*, in the meantime, to find solutions to your unique circumstances.

**13.2.32 Higher Ranks and Units** For units of Hexad size and larger, unit commanders simply add additional stars at each level. Thus:

- 1 Star: Star Commander
- 2 Stars: Star Captain/Hexad
- 3 Stars: Star Major/Constellation
- 4 Stars: Star Colonel/Cluster
- 5 Stars: Strategos/Galaxy (refer to the rank insignia of the US “Generals of the Army” MacArthur and Bradley)

Above the Galaxies are Field Armies, composed of two (2) to ten (10) Galaxies, which are commanded by Arch-Strategoi. The Arch-Strategoi will wear a single five-pointed star, flanked by a number of bars to indicate their specific rank:

- ***NOTE:** Prior to the commencement of active field operations, the White Army will not – under ANY circumstances – authorize or recognize any rank above that of Star Major, nor will any command larger than a Constellation will be recognized as valid. Any person or persons claiming any elevated ranks or unit sizes is an infiltrator, and should be dealt with accordingly. However, Points and small units may set up message boards and/or websites to encourage meetings of local Points, whether for simple fellowship or to recruit, discuss unit formation, training and local-area operational planning.*

**13.2.33 Promotion and Subordination** During the initial buildup phase, command and control issues will not usually be too great an issue, as most people up to the level of a Constellation will be at least familiar with each other.

However, once units grow too larger than Hexads in size, unit commanders will have to meet among themselves to work out a staff structure.

The administrative and command functions above the Hexad largely replicate the staff functions of a conventional infantry battalion. There will need to be the traditional four departments, and their assistants, but there also needs to be additional and distinct offices added to the traditional structure:

- CO Commanding Officer
- XO Executive Officer
- Adj. Adjutant/Financial
- S-1 Administration
- S-2 Intelligence
- S-3 Training and Operations Planning
- S-4 Supply and Logistics
- S-5 Civil Affairs/Public Relations
- S-6 Medical Services

These are the basic offices, but they also cover virtually every eventuality.

## 14.0 OPERATIONAL THEORY

This is a difficult subject, and is open – by its very nature - to speculation and revision. Points and unit commanders should remain vigilant, and continuously update their plans in accordance with their specific circumstances.

**14.1.0 General** As of the publication of this manual (September, 2006), world events are in freefall, as wars, famines, terrorism, piracy and general unrest sap the strength of the various Enemy regimes.

At the same time, there are consistent worries of viral pandemics, earthquakes, fires, tsunami's – a whole host of terrible natural disasters, any one of which, if of sufficient size and severity, could bring the last Millennium's advancements crashing down around our ears.

It is, to say the least, difficult to execute war planning in this environment. Thus, we will need to divide operations into several general phases:

**Phase 1 - Build Up** This is the phase you and your units should be operating in right now, using this manual, among others.

**Phase 2 – Initial Collapse Operations** In this phase, the “causative event” will have occurred, and either there will be an explosion on the streets, or a gradual – but accelerating – down-spiral, where people are slowing becoming increasingly panicky and basic items – food, gasoline, electricity, water, etc. – are becoming increasingly short, and people are starting to head out of the urban areas.

This is the stage at which Points and small units should start moving to their safe locations. During this phase, mass confusion will reign and communications will be spotty at best. If at all possible, if you are at all able, send a message via email or phone to known units and Points in your area, at least telling them you are moving out.

On the road, the Point or unit has two priorities, in ironclad, boilerplate order:

- A. Maintain unit cohesion and existence
- B. Escort/Rescue of friendly White civilians

There are no other considerations.

Once at the safe area, the unit should move into sustainment and defensive operational postures – a fancy way of saying that you had better get a garden in. This involves both protecting the safe area, and building it as far as possible into a forward-operating base for the Mobile Groups that will form in later Phases.

**Phase 3 – Probing Operations** Once a unit has secured itself in Phase 2 as far as possible, probing patrols should begin venturing out, commencing Phase 3. The purpose of these patrols is two-fold: first, to assess the situation in the AO and second, to rescue and escort out any friendly civilians to the safe area.

The first mission objective of these patrols is why the area reconnaissance outlined in §6.0 that should be being conducted now is so important and so vital, as it gives those patrols a guide to work from. The targets on this map should be reconnoitered, and either recovered or destroyed in place to prevent their use by enemy forces.

At no time during this phase should patrolling units attempt to stand and fight; too much rides on protecting the safe areas. If engagement is warranted, it must be swift and violent, leaving few if any survivors. The Enemy *must not* be allowed to follow the unit back to the safe zone. **Note that this concern overrides the personal safety of the unit members.**

**Phase 4 – Mobile Group Prep-Operations** During Phase 3 operations, Mobile Forces of Constellation size and above will begin forming in larger, more secure areas. These forces will form the core of the primary maneuver elements for the follow-on operations in Phase 6 (refer to FM 6-2003). Once local units are apprised of the commencement of Phase 4, they will begin to step up their op-temp (operations tempo), increasing attacks on local infrastructure targets not under friendly control, finalizing intelligence for their area, and manufacturing/salvaging support material to better assist incoming Mobile Groups.

**Phase 5 – Mobile Group Support Operations** The commencement of Phase 5 signals that start of offensive operations on a continental scale. Mobile Groups will move out of their cantonments and begin sweeping forward, relieving friendly pockets as they advance. Local units should not immediately move into all-out attacks, however, as Pathfinder units will deploy forward of the main advance, carrying communications gear to coordinate local unit actions with the in-coming Cluster and Galaxy Commands.

Local units will establish contact with Mobile Forces using the Communications protocols outlined in §14.4.

Depending on their capabilities and unique situations, local forces may be folded into Mobile Groups or may remain in place as rear-area support, usually mopping up pockets of resistance bypassed by the oncoming Mobile Groups.

**Phase 6 – Consolidation** Refer to FM 6-2003. Note that there is a possibility of continuation operations leading to the liberation of Europe and the Mediterranean Basin. This may or may not occur in the short term, but if it does happen, it will follow Phase 6 and may run concurrently with Phase 7.

**Phase 7 – Reconstruction** Following the completion of Phase 6, the North American and European continents will be in ruins. Lawlessness will be rife, and it will fall upon remaining local units to maintain and/or reestablish order locally.

Once situations have returned to a more positive state, a phased draw-down of local units will begin, leaving most Mobile Groups intact, or rebuilding their units.

See Appendix 3 for additional information.

### **A Note of Warning**

As a result of these difficulties, White Army forces must plan on utilizing a “cantonment” strategy, where the **first** mission is to remain a “force in being”: maintain and grow our strength without unnecessary loss through pointless fighting.

As an example many, when presented with a societal collapse through whatever engine, will seek revenge on whatever/whoever they feel is the greatest threat to them, going out “on commando” in proactive raids against that/those agencies.

### **RESIST THAT TEMPTATION WITH ALL OF YOUR MIGHT!**

Such actions in the initial phases of the fighting are utterly pointless: they needlessly waste manpower and resources, and sap our strength to little purpose.

Let the mud-people bleed each other dry, while we preserve our strength.

**14.2.0 Mobil Force Operations** Mobile Force units will form in larger, more secure areas during Phase 3. They will be composed of forces excess to defensive needs, and may contain either complete and intact local units, or will be trained from the ground up from recruits.

Mobile Force units will generally be anywhere from a Hexad to a Cluster in size; several Clusters, operating over a broad axis of advance, will form a Galaxy.

**14.2.1 Ground Fire Support** These units will be very “light” as fighting units go, as they will be mostly motorized infantry; i.e., they will be riding and deploying from largely unarmored, high-speed pickup trucks to fight as infantry. Fire support will be provided by either liberated artillery (both conventional tube, and rocket/MLRS), “garage-built” mortars and/or RPGs – built during Phases 2 & 3 – and possibly some other, less-conventional weapons (experimentation is in process, and this section may be updated in later editions).

Experienced crews, if available, should use tanks and APCs as mobile fire-support platforms; however, unit commanders must understand that these types of equipment are highly maintenance- and fuel-intensive systems that are usable only in very limited arenas. Their use in house-to-house clearing operations is debatable at best, as their advantages are largely cancelled out by their high maintenance and fuel needs.

**14.2.20 Air Support and Counter-Air Operations** Air support is a highly desirable advantage during operations. Due to its specialized nature and high logistic requirements, however, it may not be an option for many units.

**14.2.21 Conventional Aircraft and Helicopters** Most of the airframes available to Mobile Force units during Phases 3+ will be quite limited in capacity and range, as they will mostly be light 2- and 4-seater private aircraft. These airframes should be equipped with light machineguns and rockets if available, and used primarily for aerial recon, limiting their close-support role as far as possible, due to their lack of range, speed and armor protection.

Although the temptation will exist to use military aircraft liberated from bases in the general vicinity of the Mobile Force base areas, it must be understood that fuel, munitions, spare parts, mechanics, support personnel and pilots will likely be hard to come by, assuming that they are still present. In all likelihood, pilots and crews will have either fled to Enemy base areas, or will have folded into the local population.

A better course of action is to raid Enemy bases, to destroy in place as much equipment as possible to prevent its use.

Under *no* circumstances should local commanders or prospective Mobile Force commanders make concrete plans to use dedicated, military-grade air support units unless and until they can verify the following:

- That the aircraft are available and flyable;
- That fuel and munitions are available;
- That pilots are available

“Available” being defined as present, and – in the case of personnel – loyal to the Cause.

The same issues detailed above all equally apply to helicopters and other rotary-wing aircraft.

The best solution to Enemy air power is to destroy it in place. This should not be attempted until late in Phase 3, or at the start of Phase 4, as it necessitates penetration of major Enemy basing areas to destroy airframes in place. This will require a massive, joint effort by whatever local units are within range of the target zone.

If practical however, destructive efforts should concentrate on fuel supplies, as if the planes cannot refuel, they are not a threat since they cannot take off...That, and those airframes are *expensive*, and we don't want to replace any more than we need to.

**14.2.22 Unconventional Air Support** There are two other possibilities for air support, neither of them "air support" in the conventional sense.

The first of these is "micro-light" aircraft. These are tiny, one and two-man aircraft that can take off and land on a very short, unimproved/dirt strip. While attractive and relatively inexpensive, micro-lights have a very limited utility for anything but reconnaissance, as they are completely unarmed, and have an extremely short range.

The second unconventional air support system available to Mobile Groups and local units is not, at first, an apparently threatening piece of equipment; in fact, it is a toy. This is the model airplane.

With very little work, these toy airplanes become low-cost UAVs (Unmanned Aerial Vehicles). They can be mounted with cameras to conduct aerial reconnaissance, but can also be fitted with explosives, becoming the "poor man's cruise missile". While apparently outlandish, this is perceived as a serious threat. (See: "Threat of Terrorism Using Unmanned Aerial Vehicles: Technical Aspects", by Eugene Miasnikov)

These tiny airplanes have, at present, no effective countermeasure. In the most likely operational environments, they will have *no* effective countermeasure.

Local unit commanders and prospective Mobile Force leaders should investigate the possibility of joining local flying clubs to learn more about the industry and the location of local suppliers.

**14.2.23 Counter-Air Operations** Assuming that Enemy combat air assets cannot be suppressed by in-place destruction, local units and Mobile Forces must be prepared to deal with the enemy as far as possible.

Unfortunately, your options at present are limited to small arms and perhaps captured anti-aircraft missiles. Beyond that, avoidance is the only real option.

### **14.3.0 Helicopter, Parachute and Pathfinder Operations In Support Of Local Units**

As previously mentioned, local unit commanders will need to locate possible parachute drop-zones and helicopter landing-zones in their immediate AO's. The reason is that as Mobile Force units advance, they will drop Pathfinder units in to support surviving local units during Phases 4 & 5. This is vital, so that coordination with Mobile Force units will work.

**14.4.0 Post-Collapse Communication Protocols** In the aftermath of the “causative event”, there will be a distinct lack of communications. Telephone (both hard-line and cell) service will go down swiftly, following the destruction of infrastructure such as transmission lines, cell phone towers and other transfer nodes; and with them, goes the Internet.

Far from attempting to *save* these infrastructure nodes, many units’ Phase 3 operations should *focus* on destroying these assets. This is because the bulk of the Enemy’s forces we face are dependant on these modes of communications – the forces that are not dependant on them use equipment that we cannot largely impact. However, if we structure our forces to use other methods, the chaos caused only works to our advantage.

The exceptions to the above are satellite phone and Internet connections, but these are not widespread enough to be an issue at present, either for or against.

All White Army forces should focus on the following communication strategies:

- Citizen’s Band (CB) radio systems
- Shortwave radio
- Line-of-Sight systems
- Whistles
- Runners

**14.4.1 Citizen’s Band (CB) Radio Systems** The most common and easily-available area-wide communications available to local units will be the CB radio. Although it is impossible to encrypt the transmissions of these units, all units should invest in at least a simple 40-channel unit. Buying an ALICE pack frame at an Army-Navy Surplus store and applying a modicum of work will result in a backpack-portable unit suitable for field use. Refer to §14.5.0 for security code and cipher protocols.

**14.4.2 Shortwave Radio** Shortwave is a useful tool for long-range communication, in that the units are relatively small and uncomplicated, if rather bulky, and that they have a very good transmission range, and a much better reception range. Beginning in late Phase 2, and perhaps before, the Political Cadre will begin broadcasting on prearranged frequencies.

Until Mobile Force units arrive in the local units’ AO, however, those local units should not attempt to broadcast on their shortwave sets (see §14.4.6).

**14.4.3 Line-of-Sight Systems** Line of Sight (LoS) systems could be as simple as semaphore flags, lit torches or flashlights. Ideally, we would use laser-communicators, but that technology is extremely limited even for high-end users right now.

The most common LoS technology we will be using will be flashlights modified to send Morse code signals by blinking the lights. For this reason, all Points and units need to learn to both send and receive in Morse.

**14.4.4 Whistles** The common sports whistle is not often thought of as a military communications device, but it works at night, in bad weather, can be clearly heard amid weapons' fire, and is impossible to jam.

This is the common whistle used by sports coaches and bandsmen throughout the world. Each Star should have at least one whistle, and should come up with a unique tune, known only to them for close range communication where voice commands may be misunderstood.

**14.4.5 Runners** The oldest form of military communication is actually one of the least reliable, that being the Runner. The problems with Runners are manifold: they can get lost, be killed with the randomness of the field of battle, misunderstand their messages, or be captured, among many others.

Runners should only be used as a last resort, if then – most often, if a Runner needs to be sent for something, it's probably time to withdraw.

**14.4.6 Radio-Direction Finders** Radio Direction Finding (RDF, or “diff” [v, diffing]) is the method used to locate a radio that is transmitting. At least two, and usually three radio units – usually with a landline telephone connection between the – and equipped with parabolic (“dish”) antennas will ‘sweep’ an area until they locate a signal.

By drawing a straight line on a map along the heading their dish is pointing, the RDF crew establishes a baseline heading; a second crew, acting in concert with and widely separated from the first, duplicates this process. The point where their lines intersect is the location of the transmitter. The more RDF units that pick up the signal, the more accurate their position location plot.

For this reason, no unit should broadcast for longer than thirty seconds during operations against any Enemy military or police unit.

This should be considered the primary Electronic Communications Operating Instruction (ECOI) for the White Army.

**14.5.0 Codes, Ciphers and Key Security** Codes and Ciphers are a vital component of any military force. The problem is that no code or cipher is every totally secure.

Let me repeat that: ***NO CODE OR CIPHER IS EVER TOTALLY SECURE!***

Far too many people have swallowed whole the idea that “My code is *so* tough to break, no one will *ever* find out what it means!” This caused the Germans and the Japanese in WW2 to assume that the Allies could not break their codes, so they became sloppy and lazy in their code protocols.

In fact, the *very best* that you can hope for is that your codes will remain unbroken for about twelve (12) hours, at most – and probably not even that.

On the upside, codes and ciphers are essentially unnecessary at the Hexad and below, except when coding material for long-term storage.

For Constellations and above, a method is necessary, one that is simple and easily implemented. The methods outlined below will function in the short-term for tactical use at the Hexad, Cluster and Galaxy levels. As operations develop, a more secure method will be distributed via the S-2/Intelligence and/or Pathfinder units of the Mobile Groups.

See Appendix 2 for a listing of current (08/2006) plaintext phrases. First, however, we will tackle the basics.

**14.5.1 Cryptological Overview** Codes and ciphers, while serving similar functions, are intrinsically different.

A “code” is a system that replaces one word with another word or phrase. A “cipher” exchanges each *letter* of a word with either another letter or a symbol. Additionally, there are three other terms to become familiar with: Plaintext, Cipher text (used for both codes and ciphers) and Keys.

“Plaintext” is what you are reading right now: un-coded, plain language writing. “Cipher text” is what this work would look like if it were encrypted. A Key in this context refers to the “codebook” used to encrypt or encipher – and the reverse, decode/decipher – a plaintext message.

Of the three, the Key is the most valuable – and the one element that is the easiest to lose.

As stated previously, below you will find a framework to start a codebook for your unit. Before we get into the more complicated version, however, as a shortcut local units may use the following alternative: the “Book Code.

**14.5.11 Book Codes** Book codes are a “fast and dirty” way to establish a code system. The downside is that it is very limited in breadth, and is rather cumbersome.

To construct a book code, all persons in the network using it need to have a minimum of five books, each of at least 400 pages in length. Working in a pre-set order:

- **Step 1:** Write your plaintext message, keeping it as short as you possibly can;
- **Step 2:** For each word of plaintext, start flipping through the book at random, searching for the plaintext word; when you find it on the page, note the page number and the number of the word, counting from the top-left of the page; for example: plaintext – Christmas; page number – 274; word’s number on page – 33.....This would be rendered as 274033.
- **Step 3:** Underline the plaintext word with an ink pen and *do not* reuse it

Obviously, this is a cumbersome code to work with, but it is very secure – as long as the same books are not used twice in a row. Additionally, everyone using that code will not only need the same titles, they will need the *exact same* edition, as different editions of the same book will often have significant changes in their arrangements.

**14.5.12 Sample Codebook Format** Whenever codebooks are employed, it is vital that they be kept as uncomplicated as possible. However, this also severely limits their utility. Contained in Appendix 2 is a list of 100 plaintext messages; they should be encoded by using a single word, as short as possible and not associated to any word in the plaintext.

Following is a form suitable for photocopying. To make your code book[s], you will need ten copies of the figure below, a food-grade vacuum sealer, and some vacuum bags for the food sealer. There are two pieces to this book: the code pages, and the code slips.

*Refer to Figure 14.a.1.* The plaintext phrases should be placed five to each side of a page. The slot on the outside of the page will fit your code strips. You will need to make up ten strips to fit the smaller space on the outside, each of a different color, and each with five code words, and a code at the top to know what order the strips go in. The colors are unimportant, as long as they will clearly show pencil and ink writing

To make the pages, make a vacuum bag to the proportions above by heat-sealing three sides of the bag, being sure to leave the top open. Slide two of the code pages in place, back to back, then vac/heat-seal them in place.

- **NOTE 1:** *Be sure to leave the smaller space on the outside of the form open at the top! This is where your code-strips will slide in and out!*
- **NOTE 2:** *If you are using pre-printed messages, make ABSOLUTELY sure that every single codebook for your unit is made EXACTLY the same way, with the same pages lying back to back!*

When making the codeword-strips, ensure that they line up equally with the spaces on the pages. Print the code words clearly in pen or pencil. The (#) sign at the top of each strip is the number of that particular strip. Strips should be slid in place back to back, in whatever order the unit has worked out.

This is the tricky part: **UNDER NO CIRCUMSTANCES** should the order of the strips **EVER** be written down on paper, or saved as a file! It does not matter what trick each unit uses: mnemonics, number games, whatever. What is important is that the users within the unit know how to shift between multiple strip colors by memory.

The reason for this is simple: if in danger of being overrun and/or captured, Intelligence and Command personnel can simply up-end the codebook, dumping the strips on the ground. All the units' survivors need to do is come up with a new formula for placing the strips.

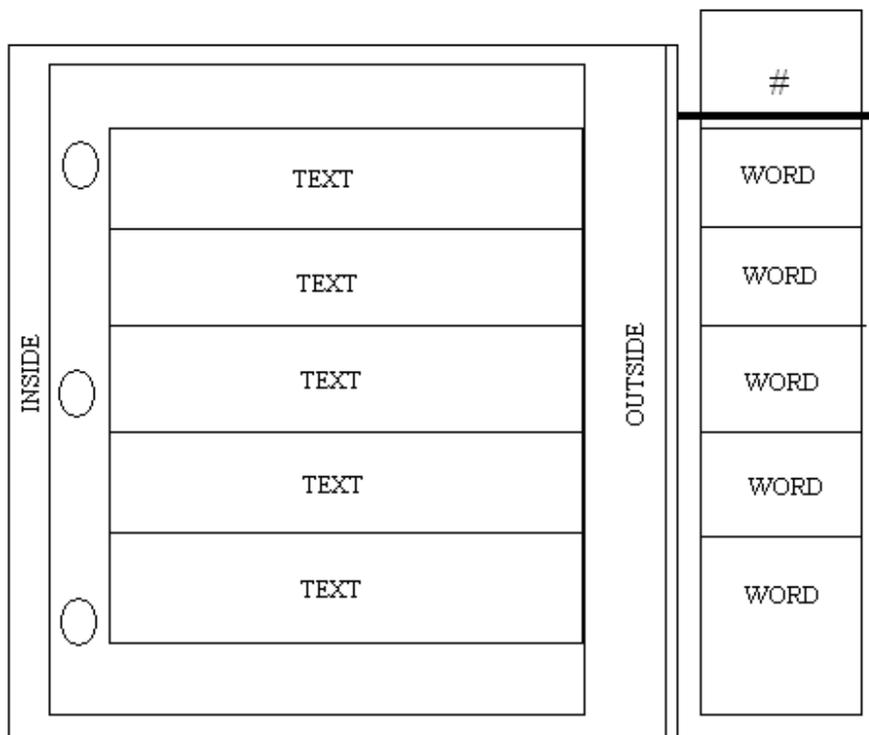


Figure 14.a.1 Codebook Page

Adding additional code words and phrases can be accomplished simply by adding a new page to the book; just remember that you will need to add them 10 at a time!

**BUT REMEMBER: ALWAYS ASSUME THAT YOUR CODE HAS BEEN CAPTURED OR BROKEN! TRUST NO TRANSMISSION OF INFORMATION TO BE TOTALLY SECURE!**

## **APPENDIX 1 Formats**

**Rule 37: “There is no such thing as ‘overkill’ – there is only “Open fire”, and “I need to reload.”**

### **1. Troop Leading Steps (BAMCIS)**

**B**egin the planning.

**A**rrange the reconnaissance.

**M**ake the reconnaissance.

**C**omplete the planning.

**I**ssue the orders.

**S**upervise the operation.

### **2. Operations Order (SMEAC)**

**Situation.** *Give as brief an overview as possible of the operational situation.*

**Mission.** *Outline the specific mission at hand.*

**Enemy forces.** *(Describe)*

**Attachments and detachments.**

**Command, control and communications.** *(Avenues of approach, ECOI, codes, etc.)*

### **3. Enemy Capabilities (DRAWDG)**

**D**efense.

**R**einforcement.

**A**ttack.

**W**ithdrawal.

**D**elay.

**G**as/chemical, biological or nuclear capability.

### **4. Terrain Analysis (KOCOA)**

**Key terrain.** *(Identify)*

**Observation points and fields of fire.**

**Cover and concealment.**

**Obstacles.**

**Avenues of approach.**

## 5. Making the Plan (**METTT**)

**Mission.** (*Define*)

**Enemy.** (*Describe in general terms; identify units, if possible.*)

**Terrain.**

**Troops and fire support.**

**Time, space and logistics.** (*Includes Rules of Engagement, Operational Zones, etc.*)

## 6. Reconnaissance/Enemy Situation Report (**SALUTE**)

**Size.** (*How many troops were observed?*)

**Activity.** (*What were they doing?*)

**Location.** (*Where were they?*)

**Unit type.** (*Armour, Infantry, Support, etc.*)

**Time and duration of sighting.**

**Equipment.** (*ID as much equipment as possible.*)

## 7. Priorities in the Defense (**SAFE**)

**Security.** (*Identify protocols for Interior Guard and placement/relief of posts.*)

**Automatic/crew-served weapons.** (*Identify type, numbers and locations.*)

**Fields of fire.** (*Specify for each with accompanying diagram.*)

**Entrenchment.** (*Identify types and placement of fighting positions.*)

## 8. Fire Commands (**ADDRAC**)

**Alert.**

**Direction.**

**Description.**

**Range.**

**Assignment.**

**Control.**

## 9. POW Handling (**S5T**)

**Search.**

**Silence.**

**Segregate.**

**Speed.** (*...to next station.*)

**Safeguard.** (*Protect any prisoner attempting to provide information from reprisals.*)

**Tag.**



### **APPENDIX 3 – Phase 7 Reconstruction and Security Guidelines (“RAMP”)**

Once Phase 6 has been completed, Phase 7 will commence. In fact, Phase 7 will have already begun in liberated areas, but formal commencement will occur with the departure of the last ships...Or, perhaps a week later, after the celebrations have died down.

What will remain will be the odd pocket of leftovers to be dealt with, and what appear to be groups of simple bandits amid the destruction. The problem is that there will be many people who are attempting to salvage what they can from their homes. It is vital that these people be protected, and allowed to recover what they can of their former lives.

Mixed in among them, however, will be out and out bandits; telling the two apart can sometimes be difficult. You can attempt to go by former identification documents like driver's licenses and utility bills, but many times, survivors will not have such documents. You will need to work out solutions on the fly, so be prepared.

Unfortunately, some of our other issues in Phase 7 will be civil disturbances. With the Old Ways largely gone, it will take some time before things return to a “state of normalcy.” Due to the psychological conditioning of the preceding c.150 years, people have become spoiled, and will want everything they previously had, *and right now...*and will expect you to “give” it to them.

Remember that these *are* our people, and no matter how inane and childish their entreaties may seem, *they* believe that they are important. Don't spend too much time holding their hands, but advise them to report to the nearest processing center: in the New World, the rules will be “Service to the State”, “Glory To The Race”, “Service Guarantees Citizenship” and “Work Makes You Free”. Refer to §10.0.

Unfortunately, this may not always work, and you will be facing an angry mob. This section will provide guidelines for dealing with this situation.

#### **RAMP Operations**

Developed by the author Lt. Col. Daniel P. Bolger and his staff at the 1<sup>st</sup> Bn, 187<sup>th</sup> Parachute Infantry Regiment during the 1990's, “RAMP” is a system for training troops in dealing with non-combat situations where military and/or civil police forces are unavailable.

RAMP was developed due to a peculiar facet of US military operations of the time, in that the Rules of Engagement (ROE) were so extensive and so obtuse – many times running in excess of 2,000 pages – that troops had no idea what their legal standing was.

Into this environment was injected RAMP. A simple mnemonic, it taught everything that troops needed to know to conduct “peacekeeping operations” in a fluid environment. RAMP is composed of six elements:

- **Return fire with well-aimed fire**
- **Assess the situation (HANDSALUTE)**
  - What is the crowd holding in their HANDS?
  - What is the SIZE of the crowd?
  - What is the crowd's ACTIVITY? What are they agitating about?
  - What is the LOCATION of the incident?
  - Are the crowd agitators wearing some kind of UNIFORM?
  - TIME of the incident?
  - EQUIPMENT – Are there bull horns, printed placards, etc.?
- **Measure the amount of force (VEWPRIK)**
  - VERBAL warning to disperse
  - EXHIBIT weapons
  - WARNING shot
  - PEPPER spray
  - RIFLE butt-stroke
  - INJURE with bayonet
  - KILL with fire
- **Protect with Deadly Force only those persons and items of property so designated by the Commanding Officer**

## **Reconstruction Operations**

In the aftermath of Phase 7, transportation, communication and importation networks will be non-existent. As a result, electrical power will be spotty to unavailable, likely with periodic 'brown-outs' (localized, partial blackouts); food distribution will be nonexistent, most major-chain stores and their regional distribution centers having been looted and/or destroyed previously; newspapers, magazines and books will not be printing for some time. Likewise, electricity and communication issues will largely make the Internet useless, except in some locales, where localized LANs will be functional. For this reason, Points and Stars are encouraged to take some time during Phase 1 to copy and save complete websites, such as the Proceedings of the Friesian School and the Project Gutenberg to CD-ROMs, as these can be reloaded and used as a psychological stopgap: "See? We *are* getting things back – yes, it's still limited, but we are working on it...with *your* help!"

- NOTE: Personnel with experience in web hosting, technical support, network administration and construction, or simply "tech-head" knowledge should plan on setting up "Net Café's" from spare parts and software during this Phase.

This is a point that cannot be over-emphasized: even the *appearance* of progress will mollify large masses of people, and will short-circuit criticism from the borderline anti's who will remain.

The main area of focus for regional units and commands will be maintaining law and order, and reestablishing basic services. To this end, units will need to establish processing centers to identify refugees – police, fire and medical personnel, whatever department/locale they are from, should be directed into the local system.

Other refugee/survivors will effectively be unemployed. Depending on the exact nature of their prior occupation, they should be assigned to either ranch/farm/garden teams, road maintenance and clearing, to machine shops and/or foundries, or to the Housing Reclamation and Re-Building Authority. Some personnel of suitable reliability and ability will be absorbed into military and police formations.

## APPENDIX 4 – Robert Rogers’ Orders

There are two versions of the Rangers Standing Orders of Major Robert Rogers. The version immediately below is the one used by the US Army and has been provided to US soldiers attending Ranger School from the 1950's to the present day. However, these are a simplified version, and it is unclear why the Army chose to modify them. One theory being that it would be easier to remember.

1. Don't forget nothing.
2. Have your musket clean as a whistle, hatchet scoured, sixty rounds powder and ball, and be ready to march at a minute's warning.
3. When you're on the march, act the way you would if you was sneaking up on a deer. See the enemy first.
4. Tell the truth about what you see and what you do. There is an army depending on us for correct information. You can lie all you please when you tell other folks about the Rangers, but don't never lie to a Ranger or officer.
5. Don't never take a chance you don't have to.
6. When we're on the march we march single file, far enough apart so one shot can't go through two men.
7. If we strike swamps, or soft ground, we spread out abreast, so it's hard to track us.
8. When we march, we keep moving till dark, so as to give the enemy the least possible chance at us.
9. When we camp, half the party stays awake while the other half sleeps.
10. If we take prisoners, we keep'em separate till we have had time to examine them, so they can't cook up a story between 'em.
11. Don't ever march home the same way. Take a different route so you won't be ambushed.
12. No matter whether we travel in big parties or little ones, each party has to keep a scout 20 yards ahead, 20 yards on each flank, and 20 yards in the rear so the main body can't be surprised and wiped out.
13. Every night you'll be told where to meet if surrounded by a superior force.
14. Don't sit down to eat without posting sentries.
15. Don't sleep beyond dawn. Dawn's when the French and Indians attack.
16. Don't cross a river by a regular ford.
17. If somebody's trailing you, make a circle, come back onto your own tracks, and ambush the folks that aim to ambush you.
18. Don't stand up when the enemy's coming against you. Kneel down, lie down, hide behind a tree.
19. Let the enemy come till he's almost close enough to touch, then let him have it and jump out and finish him up with your hatchet.

The true Plan of Discipline, extracted from Major Rogers's journal and intended for his British Rangers in 1759, follow.

1. All Rangers are to be subject to the rules and articles of war; to appear at roll-call every evening, on their own parade, equipped, each with a Firelock, sixty rounds of powder and ball, and a hatchet, at which time an officer from each company is to inspect the same, to see they are in order, so as to be ready on any emergency to march at a minute's warning; and before they are dismissed, the necessary guards are to be draughted, and scouts for the next day appointed.
2. Whenever you are ordered out to the enemies forts or frontiers for discoveries, if your number be small, march in a single file, keeping at such a distance from each other as to prevent one shot from killing two men, sending one man, or more, forward, and the like on each side, at the distance of twenty yards from the main body, if the ground you march over will admit of it, to give the signal to the officer of the approach of an enemy, and of their number, &c.
3. If you march over marshes or soft ground, change your position, and march abreast of each other to prevent the enemy from tracking you (as they would do if you marched in a single file) till you get over such ground, and then resume your former order, and march till it is quite dark before you encamp, which do, if possible, on a piece of ground which that may afford your sentries the advantage of seeing or hearing the enemy some considerable distance, keeping one half of your whole party awake alternately through the night.
4. Some time before you come to the place you would reconnoitre, make a stand, and send one or two men in whom you can confide, to look out the best ground for making your observations.
5. If you have the good fortune to take any prisoners, keep them separate, till they are examined, and in your return take a different route from that in which you went out, that you may the better discover any party in your rear, and have an opportunity, if their strength be superior to yours, to alter your course, or disperse, as circumstances may require.
6. If you march in a large body of three or four hundred, with a design to attack the enemy, divide your party into three columns, each headed by a proper officer, and let those columns march in single files, the columns to the right and left keeping at twenty yards distance or more from that of the center, if the ground will admit, and let proper guards be kept in the front and rear, and suitable flanking parties at a due distance as before directed, with orders to halt on all eminences, to take a view of the surrounding ground, to prevent your being ambuscaded, and to notify the approach or retreat of the enemy, that proper dispositions may be made for attacking, defending, &c. And if the enemy approach in your front on level ground, form a front of your three columns or main body with the advanced guard, keeping out your flanking parties, as if you were marching under the command of trusty officers, to prevent the enemy from pressing hard on either of your wings, or surrounding

- you, which is the usual method of the savages, if their number will admit of it, and be careful likewise to support and strengthen your rear-guard.
7. If you are obliged to receive the enemy's fire, fall, or squat down, till it is over; then rise and discharge at them. If their main body is equal to yours, extend yourselves occasionally; but if superior, be careful to support and strengthen your flanking parties, to make them equal to theirs, that if possible you may repulse them to their main body, in which case push upon them with the greatest resolution with equal force in each flank and in the center, observing to keep at a due distance from each other, and advance from tree to tree, with one half of the party before the other ten or twelve yards. If the enemy push upon you, let your front fire and fall down, and then let your rear advance thro' them and do the like, by which time those who before were in front will be ready to discharge again, and repeat the same alternately, as occasion shall require; by this means you will keep up such a constant fire, that the enemy will not be able easily to break your order, or gain your ground.
  8. If you oblige the enemy to retreat, be careful, in your pursuit of them, to keep out your flanking parties, and prevent them from gaining eminences, or rising grounds, in which case they would perhaps be able to rally and repulse you in their turn.
  9. If you are obliged to retreat, let the front of your whole party fire and fall back, till the rear hath done the same, making for the best ground you can; by this means you will oblige the enemy to pursue you, if they do it at all, in the face of a constant fire.
  10. If the enemy is so superior that you are in danger of being surrounded by them, let the whole body disperse, and every one take a different road to the place of rendezvous appointed for that evening, which must every morning be altered and fixed for the evening ensuing, in order to bring the whole party, or as many of them as possible, together, after any separation that may happen in the day; but if you should happen to be actually surrounded, form yourselves into a square, or if in the woods, a circle is best, and, if possible, make a stand till the darkness of the night favours your escape.
  11. If your rear is attacked, the main body and flankers must face about to the right or left, as occasion shall require, and form themselves to oppose the enemy, as before directed; and the same method must be observed, if attacked in either of your flanks, by which means you will always make a rear of one of your flank-guards.
  12. If you determine to rally after a retreat, in order to make a fresh stand against the enemy, by all means endeavour to do it on the most rising ground you come at, which will give you greatly the advantage in point of situation, and enable you to repulse superior numbers.
  13. In general, when pushed upon by the enemy, reserve your fire till they approach very near, which will then put them into the greatest surprise and consternation, and give you an opportunity of rushing upon them with your hatchets and cutlasses to the better advantage.

14. When you encamp at night, fix your sentries in such a manner as not to be relieved from the main body till morning, profound secrecy and silence being often of the last importance in these cases. Each sentry therefore should consist of six men, two of whom must be constantly alert, and when relieved by their fellows, it should be done without noise; and in case those on duty see or hear any thing, which alarms them, they are not to speak, but one of them is silently to retreat, and acquaint the commanding officer thereof, that proper dispositions may be made; and all occasional sentries should be fixed in like manner.
15. At the first dawn of day, awake your whole detachment; that being the time when the savages choose to fall upon their enemies, you should by all means be in readiness to receive them.
16. If the enemy should be discovered by your detachments in the morning, and their numbers are superior to yours, and a victory doubtful, you should not attack them till the evening, as then they will not know your numbers, and if you are repulsed, your retreat will be favoured by the darkness of the night.
17. Before you leave your encampment, send out small parties to scout round it, to see if there be any appearance or track of an enemy that might have been near you during the night.
18. When you stop for refreshment, choose some spring or rivulet if you can, and dispose your party so as not to be surprised, posting proper guards and sentries at a due distance, and let a small party waylay the path you came in, lest the enemy should be pursuing.
19. If, in your return, you have to cross rivers, avoid the usual fords as much as possible, lest the enemy should have discovered, and be there expecting you.
20. If you have to pass by lakes, keep at some distance from the edge of the water, lest, in case of an ambuscade or an attack from the enemy, when in that situation, your retreat should be cut off.
21. If the enemy pursue your rear, take a circle till you come to your own tracks, and there form an ambush to receive them, and give them the first fire.
22. When you return from a scout, and come near our forts, avoid the usual roads, and avenues thereto, lest the enemy should have headed you, and lay in ambush to receive you, when almost exhausted with fatigues.
23. When you pursue any party that has been near our forts or encampments, follow not directly in their tracks, lest they should be discovered by their rear guards, who, at such a time, would be most alert; but endeavour, by a different route, to head and meet them in some narrow pass, or lay in ambush to receive them when and where they least expect it.
24. If you are to embark in canoes, battoes, or otherwise, by water, choose the evening for the time of your embarkation, as you will then have the whole night before you, to pass undiscovered by any parties of the enemy, on hills, or other places, which command a prospect of the lake or river you are upon.
25. In paddling or rowing, give orders that the boat or canoe next the sternmost, wait for her, and the third for the second, and the fourth for the third, and so on, to prevent separation, and that you may be ready to assist each other on any emergency.

26. Appoint one man in each boat to look out for fires, on the adjacent shores, from the numbers and size of which you may form some judgment of the number that kindled them, and whether you are able to attack them or not.
27. If you find the enemy encamped near the banks of a river or lake, which you imagine they will attempt to cross for their security upon being attacked, leave a detachment of your party on the opposite shore to receive them, while, with the remainder, you surprise them, having them between you and the lake or river.
28. If you cannot satisfy yourself as to the enemy's number and strength, from their fire, &c. conceal your boats at some distance, and ascertain their number by a reconnoitering party, when they embark, or march, in the morning, marking the course they steer, &c. when you may pursue, ambush, and attack them, or let them pass, as prudence shall direct you. In general, however, that you may not be discovered by the enemy upon the lakes and rivers at a great distance, it is safest to lay by, with your boats and party concealed all day, without noise or shew; and to pursue your intended route by night; and whether you go by land or water, give out parole and countersigns, in order to know one another in the dark, and likewise appoint a station every man to repair to, in case of any accident that may separate you.

## APPENDIX 5 Conversion Table

<u>Unit of Measure</u>	<u>Parameter</u>
(°)	degrees of slope/gradient, elevation, traverse
cal	caliber—(tube length in multiples of cannon bore)
GHz	gigahertz—frequency (GHz = 1 billion hertz)
hp	horsepower (kWx1.341 = hp)
Hz	hertz—unit of frequency
kg	kilogram(s) (2.2 lb.)
kg/cm <sup>2</sup>	kg per square centimeter—pressure
km	kilometer(s)
km/h	km per hour
kW	kilowatt(s) (1 kW = 1,000 watts)
liters	liters—liquid measurement (1 gal. = 3.785 liters)
m	meter(s)—if over 1 meter use meters; if under use mm
m <sup>3</sup>	cubic meter(s)
m <sup>3</sup> /hr	cubic meters per hour—earth moving capacity
m/hr	meters per hour—operating speed (earth moving)
MHz	megahertz—frequency (MHz = 1 million hertz)
min	minute(s)
mm	millimeter(s)
m/s	meters per second—velocity
mt	metric ton(s) (mt = 1,000 kg)
rd/min	rounds per minute—rate of fire
RHAe	rolled homogeneous armor (equivalent)
shp	shaft horsepower—helicopter engines (kWx1.341 = shp)
µm	micron/micrometer—wavelength for lasers, etc.

## APPENDIX 6 – Battle Guide

### Marine Corps Leadership Principles

- Know yourself and seek self-improvement.
- Be technically and tactically proficient.
- Develop a sense of responsibility among your subordinates.
- Make sound and timely decisions.
- Set the example.
- Know your Marines and look out for their welfare.
- Keep your Marines informed.
- Seek responsibility and take responsibility for your actions.
- Ensure assigned tasks are understood, supervised, and accomplished.
- Train your Marines as a team.
- Employ your command in accordance with its capabilities.

### Marine Corps Leadership Traits

- **Dependability:** The certainty of proper performance of duty.
- **Bearing:** Creating a favorable impression in carriage, appearance and personal conduct at all times.
- **Courage:** The mental quality that recognizes fear of danger or criticism, but enables a man to proceed in the face of it with calmness and firmness.
- **Decisiveness:** Ability to make decisions promptly and to announce them in clear, forceful manner.
- **Endurance:** The mental and physical stamina measured by the ability to withstand pain, fatigue, stress and hardship.
- **Enthusiasm:** The display of sincere interest and exuberance in the performance of duty.
- **Initiative:** Taking action in the absence of orders.
- **Integrity:** Uprightness of character and soundness of moral principles; includes the qualities of truthfulness and honesty.
- **Judgment:** The ability to weigh facts and possible solutions on which to base sound decisions.
- **Justice:** Giving reward and punishment according to merits of the case in question. The ability to administer a system of rewards and punishments impartially and consistently.
- **Knowledge:** Understanding of a science or an art. The range of one's information, including professional knowledge and an understanding of your Marines.
- **Tact:** The ability to deal with others without creating offense.
- **Unselfishness:** Avoidance of providing for one's own comfort and personal advancement at the expense of others.
- **Loyalty:** The quality of faithfulness to country, the Corps, the unit, to one's seniors, subordinates and peers.

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Battlefield Leadership Principles

By Lt. Gen. Harold G. Moore, USA (Ret)  
<http://www.lzxray.com>

Preparations

These could fill a book; a few items:

1. Read military history. Read small unit actions. Personality of a big battle is often formed by a small unit action
2. Visit historic battlefields with maps, books in hand.
3. Install the WILL TO WIN in your unit. There are NO 2nd Place trophies in a Trophy Case.
4. Build unit discipline, teamwork. A team of fighters
5. Prepare your unit for your death (or being gravely wounded and evacuated) and for your subordinate leader's loss also. A Squad Leader must be ready to command a platoon or the company. PRACTICE THIS!
6. Squad leaders and Fire Team leaders must know how to adjust artillery/mortar fire. Live fire is not always necessary. You can do this with marbles and a sand-table; or golf balls and a small piece of ground.
7. Prepare for wounded men yelling for "Medic" or screaming for "Mom". Practice reducing the enemy fire and neutralizing it BEFORE going out for the wounded. Train for this. It will happen.

Conduct in battle:

The Four Principles:

1. Three strikes and you're NOT out!. Two things a leader can do. Either contaminate his environment and his unit with his attitude and actions, or he can inspire confidence.

· Must be visible on the battlefield. Must be in the battle. Battalion Commander on down - Brigade and Division Commander on occasion. Self confident. Positive attitude. Must exhibit his determination to prevail no matter what the odds or how desperate the situation. Must have and display the WILL TO WIN by his actions, his words, his tone of voice on the radio and face to face, his appearance, his demeanor, his countenance, the look in his eyes. He must remain calm and cool. NO fear. Must ignore the noise, dust, smoke, explosions, screams of the wounded, the yells, the dead lying around him. That is all NORMAL!

· Must never give off any hint or evidence that he is uncertain about a positive outcome, even in the most desperate of situations.

· Again, the principle which must be driven into your own head and the heads of your men is:

Three strikes and you're NOT out!

2. The corollary principle, which is inter-reactive with the above:

· There is always one more thing you can do to influence any situation in your favor!- and after that one more thing - and after that one more thing, etc., etc.

· In battle, I periodically detached myself mentally for a few seconds from the noise, the screams of the wounded, the explosions, the yelling, the smoke and dust, the intensity of it all and asked myself"

"What am I doing that I SHOULD NOT be doing, and what am I not doing that I SHOULD BE DOING to influence the situation in my favor?"

1. "When there is nothing wrong - there's nothing wrong except - THERE'S NOTHING WRONG! That's exactly when a leader must be most alert.

2. "Trust your instincts." In critical, fast moving battlefield situations, instincts and intuition amount to an instant Estimate of the Situation. Your instincts are the product of your education, training, reading, personality, and experience.

## TRUST YOUR INSTINCTS

When seconds count, instincts and decisiveness come into play. In quick-developing situations the leader must act fast, impart confidence to all around him, must not second guess a decision - MAKE IT HAPPEN! In the process, he cannot stand around slack-jawed when he's hit with the unexpected. He must face up to the facts, deal with them, and MOVE ON.

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Basics of a Warrior Ethos

By Col. Roderick Smith, USMCR (Ret)

Enthusiasm for the military life is a calling, not a job. It's based on the willingness to subordinate individual thoughts and concerns, including the concern to protect one's own life, for the good of the group and the mission. It's teamwork at its heart, and teamwork in its most complex form.

Such enthusiasm is gained by experience, self-discipline and camaraderie. Recruits rarely have it, although must hold the potential for it. Military recruits join their service for three primary reasons: (1) Membership-the opportunity to belong to a prideful organization and to show off that membership, (2) Challenge-the ability to undergo, endure and conquer physical and mental circumstances well beyond ordinary, daily life, and (3) Adventure-consistent with numbers 1 and 2 above, the opportunity to participate directly or vicariously in exciting, demanding and potentially dangerous activities. Service in the more "safe" military occupations-cooks, accountants, and administrators-must be viewed as valuable parts of the overall combat team, or they become mere civilian employment.

A military calling finds its core in the warrior's spirit...the desire to close with and kill your enemy; defeating his cause - all while operating under a code of honor and shared values. Any soldier, sailor, airman or Marine excelling in their occupation, but eschewing this warrior spirit, is merely a good, civil servant in uniform. Camaraderie, the ability to share this warrior's spirit with others undergoing substantially identical experiences and challenges, is the glue holding the system together.

Military pay must be present and sufficient to support the consistency of the system, and to provide for an appropriate level of lifestyle for rank attained. So long as fundamental fairness and ability to support oneself is maintained, attraction of pay is not a prime motivator to a calling.

How to weaken the Warrior ethos:

1. Encourage individuality and personal diversity while simultaneously trying to build a fighting team. A psychologist would call this dysfunctional behavior. Today, we call it an "Army of one". (Caveat here: I do NOT mean to cast a bad light on our brother service - the U.S. Army by restating that phrase. It's more a comment on the mindset and NOT the institution.)
2. Eliminate or denigrate physical training designed to enhance military performance and military "specific" activities, i.e. endurance marches, obstacle course maneuver, marksmanship, etc...
3. Affirm the notion that military duties can be likened to mere civilian jobs with uniforms, benefits, worker's compensation and salaries commensurate with other civilians.
4. Assure the soldiers, sailors, airmen and Marines that duty, pride and honor are passé. Our technology has made these so and technology is omnipotent and controlling.
5. Destroy team integrity through a lack of discipline and with public displays of favoritism in special rules/duties assigned, responsibility and culpability, special pay allowances and awards. Exalt "show" over "substance", mediocrity over excellence, and self-fulfillment over the harsh realities of combat readiness.

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Colonel Glover Johns  
Basic Philosophy of Soldiering

1. Strive to do small things well.
2. Be a doer and a self-starter-aggressiveness and initiative are two most admired qualities in a leader-but you must also put your feet up and THINK.
3. Strive for self-improvement through constant self-evaluation.
4. Never be satisfied. Ask of any project, How can it be done better?
5. Don't over-inspect or over-supervise. Allow your leaders to make mistakes in training, so they can profit from the errors and not make them in combat.
6. Keep the troops informed; telling them "what, how, and why" builds their confidence.
7. The harder the training, the more troops will brag.
8. Enthusiasm, fairness, and moral and physical courage - four of the most important aspects of leadership.
9. Showmanship-a vital technique of leadership.
10. The ability to speak and write well-two essential tools of leadership.
11. There is a salient difference between profanity and obscenity; while a leader employs profanity (tempered with discretion), he never uses obscenities.
12. Have consideration for others.
13. Yelling detracts from your dignity; take men aside to counsel them.
14. Understand and use judgement; know when to stop fighting for something you believe is right. Discuss and argue your point of view until a decision is made, and then support the decision wholeheartedly.
15. Stay ahead of your boss.

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The 11 General Orders for Sentries:

1. To take charge of this post and all government property in view.
2. To walk my post in a military manner, keeping always on the alert, and observing everything that takes place within sight or hearing.
3. To report all violations of orders I am instructed to enforce.
4. To repeat all calls from posts more distant from the guardhouse than my own.
- 5 To quit my post only when properly relieved.
6. To receive, obey, and pass on the sentry who relieves me all orders from the commanding officer, officer of the day, and officers and noncommissioned officers of the guard only.
7. To talk to no one except in the line of duty.
8. To give the alarm in case of fire or disorder.
9. To call the corporal of the guard in any case not covered by instructions.
10. To salute all officers, and all colors and standards not cased.
11. To be especially watchful at night and, during the time for challenging, to challenge all persons on or near my post, and to allow no one to pass without proper authority.

**Appendix 7 Sample Personal Kit** Below is a recommended combat kit that will support one person for 3 to 7 days. All items can be carried either on the belt, in trouser pockets, or in the rucksack, and are easily carried by one person:

- 1 x Rifle [1]
- 200 - 500 rounds for Rifle (with magazines and pouches, as appropriate) [2]
- 1 x pistol [2]
- 100 rounds for pistol (with magazines and pouches, as appropriate) [2]
- 1 x "boonie" hat, appropriate to your clothing
- 1 x Sheath knife [2]
- 1 x SAK w/ tweezers [2]
- 1 x "Multi-Tool" [2]
- 1 x Rifle Bayonet, if available [2]
- 1 x Machete, w/ sheath and belt clip [3]
- 1 x Mil-spec Lensatic Compass [2]
- 1 x pr 4 - 8X(minimum) binoculars [3]
- 1 x Mil-spec "L"-light, with red lenses [2]
- 2 x set, Earplugs [2]
- 4 x stick/kit, Camouflage face paint [2]
- 1 x can 'Off' insect spray [2]
- 1 x bottle 30+SPF sun block [2]
- 2 - 4 x Mil-spec Canteens, each with cover, pouch and canteen cup [2],
- 5 - 10 x box of heating tablets [2],
- 4 x Magnesium fire starter bar [2]
- 5 x bx, Stick matches [2]
- 5 x 20-count 30-gal trash bags, black [3]
- 2 x bottle, multi-vitamin [2],
- 2 x bags, Beef jerky [2],
- 2 x box of Granola bars (break out of boxes, place in Ziplock Double-Lock bags) [2], [3]
- 2 x box Quaker Instant Oatmeal or Grits (break out of boxes, place in Ziplock Double-Lock bags) [2], [3]
- 1 x bottle of "Survival Tabs", **if available** [2]
- 1 x 24oz "sports" bottle, filled with Clorox Unscented Bleach
- 1 x Poncho Liner
- 4 x Poncho, Wet weather, Mil-spec (1 in [2], the rest in [3])
- 4 x pr Boot socks (1 x pr in [2], the rest in [3])
- 4 x pr underwear (shorts and shirt) [3]
- 1 x Sleeping bag w/ waterproof bag
- 1 x ALICE Kit (pack, cartridge belt, harness, butt-pack) [3]

*Notes:*

1. Carried in hands
2. Belt/Suspenders/Trouser pocket/Butt-pack
3. Rucksack

## **GLOSSARY**

**AK47** – The “Avtomat Kalashnikov”, the most common assault rifle in current use, worldwide. While its accuracy is not particularly good, its reliability is superb.

**“ANTI”** – A person, but especially a White person, diametrically opposed to the WN Doctrine and Philosophy.

**AO** – The Area of Operations for a unit. To define, use this formula:

$AO = CPP + MDC + MPA + CRR$

**APC** – Armored Personnel Carrier; a lightly armored vehicle intended to transport troops in support of Tanks; see also, IFV. Often mistaken for Tanks.

**AR15** – The civilian variant of the M16; semi-automatic only. While very accurate, it is a rather delicate weapon, and is highly susceptible to jamming from dirt.

**AT4** – The standard personal anti-armor rocket/recoilless weapon currently deployed by the US military.

**AUTOMATIC** – A firing mode where, when the trigger is pulled, the weapon will fire until either the trigger is released, or the weapon runs out of ammunition. See also Semi-Automatic.

**CCG** – Column Control Group; a detachment assigned to circulate throughout a refugee column, motivating and assisting the refugees in their trek. See §08.2.2

**CLAYMORE** – Anti-personnel landmine, directional; can be either command-detonated, or fuzed with a tripwire. Most common military designation: M18A1.

**CLUSTER** – In White Army parlance, a “higher-scale” military unit composed of six (6) Constellations (q.v.), commanded by a Star Colonel; colloquially refers to a specific class of both air- and artillery-dropped ordnance composed of a multitude of sub-munitions.

**CONSTELLATION** – In White Army parlance, a military unit composed of six (6) Hexads (q.v.), commanded by a Star Major.

**CPP** – Central Position Point; the main or primary defensive position for a unit; colloquially, “inside the perimeter”.

**CO** – Commanding Officer

**CONCEALMENT** – Any object, place or device that obscures observation.

**CoS** – Class of Supply; any of ten classes to categorize materials for storage and issue.

**COVER** – Any object, place or device that provides defense against enemy fire or shrapnel.

**CRR** – Combat Raiding Radius; a fluid, but roughly circular, region of territory roughly 50 miles in diameter, that can be reached via automobile or motorcycle. See AO.

**ECOI** – Electronic Communications Operating Instructions; a common set of codes, ciphers and processes designed to speed and secure communications between friendly military units. Should be changed frequently.

**FIELD ARMY** – In White Army parlance, a “high end” military unit composed of two (2) to ten (10) Galaxies (q.v.); commanded by an Arch-Strategos. See §13.0

**GALAXY** – In White Army parlance, a “high end” military unit composed of six (6) to ten (10) Clusters (q.v.); commanded by a Strategos. See §13.0

**GPMG** – General Purpose Machine Gun; occasionally called a “medium machine gun”. Generally, a GPMG is a crew-served weapon weighing between 10 and 25 lbs, and firing a relatively large bullet of c.7mm diameter.

**HEXAD** – In White Army parlance, a military unit composed of six (6) Stars (q.v.); commanded by a Star Captain.

**HMG** – Heavy Machine Gun; a large, heavy, crew-served weapon firing a massive cartridge that is larger than 10x100mm; the Browning M2HB is the quintessential example of this class.

**IFV** – Infantry Fighting Vehicle; similar to an APC, but with somewhat heavier armor, an IFV is commonly armed with a small cannon of 20- to 30mm size; some models allow the infantry to fire their weapons from inside the vehicle.

**LAWS** – Light Antitank Weapons System; a generic term for a single-shot, disposable RPG-like weapon of 50- 90mm; best example is the US M72 system.

**LogO** – Logistics Officer; the officer in charge of moving supplies around the battlefield. See also, SupO.

**LOS** – Line of Sight

**LURP** – Slang term for a long-range reconnaissance patrol (LRP).

**M16** – The standard assault rifle of the US military for forty years; depending on the model, it fires both semi-automatic, and either full automatic or 3-round burst. Although quite accurate due to its design, its reliability is notoriously bad.

**MBT** – Main Battle Tank; the most common form of tank, these vehicles generally weight over 50 tons, and carry a main gun of 100mm or larger.

**MDC** – Main Defensive Cordon; an area extending from the perimeter of the CPP (q.v.) to approximately 80% of the maximum range of a unit's heaviest weapon.

**MOBILE GROUP** – An *ad hoc* military formation, usually of Hexad to Constellation size (q.v.), composed of fast-moving, motorized infantry with relatively little heavy weapons' support.

**MORTAR** – An infantry support weapon, the mortar is the last muzzle-loaded artillery piece in common use. It is simple and easy to make from common materials.

**MPA** – Main Patrol Radius; an area within 5 – 10mi of the CPP (q.v.).

**MSP** – Main Supply Point; the forward distribution node for the supplies of a unit of Constellation-size or larger.

**MSR** – Main Supply Route; the path from the MSP (q.v.) to the unit needing resupply.

**NCC** – National Command Council; political leadership cadre of the White Nationalist Movement; to be formed only after operations commence in earnest. See §14.0

**O.R.I.O.N.** – Our Race Is Our Nation

**O.S.I.O.U.** – Our Skin Is Our Uniform

**POINT** – An individual who reads this manual, and freely accepts their responsibility to defend their Race. Rank: Sergeant.

**POW** – Prisoner of War. Note that since the Enemy has no stated that they have no intention of following this old treaty, this is a strictly technical term.

**RPG** – Rocket Propelled Grenade; general term a class of light, man-portable, rocket-propelled antitank weapons. Also refers specifically to the Russian RPG7 series of this type.

**SAW** – Squad Automatic Weapon; light machinegun, usually belt-fed, employed at the Star level.

**SEMI-AUTOMATIC** – Method of firearm operation where when the trigger is pulled and the round is fired, the weapon automatically cycles one time, after which the shooter must again pull the trigger.

**SMG** – Very light automatic weapon, usually firing pistol-caliber ammunition; often come with an option for a sound suppressor.

**SP** – Self-Propelled; usually refers to very large (155mm+) artillery pieces that are mounted on an independently mobile and usually tracked vehicle.

**SPt** – Abbreviation for Supply Point.

**STAR** – A unit containing four (4) to six (6) Points (q.v.).

**SWAT** – Special Weapons And Tactics; typically, a civil police unit that engages in hostage rescue and high-risk warrant service. This is the most common type of “elite” police unit.

**SupO** – Supply Officer; in charge of acquiring and storing supplies. See LogO.

**Tank** – A class of large, usually tracked, armored combat vehicles armed with artillery-grade weapons. Often confused with APCs and IFVs.

**XO** – Executive Officer; the second-in-command of a unit.

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