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WAR DEPARTMENT FIELD MANUAL

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ARMORED COMMAND

CREW DRILL FOR HALF-TRACK VEHICLES

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FM 17–71, Armored Command Field Manual, Crew Drill for Half-Track Vehicles, is published for the information and guidance of all concerned.

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BY ORDER OF THE SECRETARY OF WAR:

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The Adjutant General.

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(For explanation of symbols see FM 21–6.)

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ARMORED COMMAND MANUAL
CREW DRILL FOR HALF-TRACK VEHICLES

CHAPTER 1—GENERAL

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SECTION I.	General	1–4
II.	Principles of crew drill	5–13

Section I—General

1. PURPOSE AND SCOPE.—This manual is an instructional guide for the platoon leader and squad leader in training the armored rifle squad, light machine-gun squad, and 60-mm mortar squad in mounted and dismounted action. While planned specifically for these three types of squads, the crew drill for the rifle squad is applicable, with minor modifications, to the headquarters sections of platoons and higher units. For tactical employment, see FM 17–40.

2. MATÉRIEL.—Rifle, light machine-gun and 60-mm squads are mounted in half-track cars M3 or M3A1 with the necessary weapons and equipment to perform their tactical missions.

3. ARMAMENT.—*a.* The vehicles of the rifle squad, and the 60-mm mortar squads each are armed with one caliber .30 machine gun M1917A1, mounted on a pedestal mount or on an antiaircraft mount M32, and one rocket launcher.

b. The vehicle of the light machine-gun squad is armed with a caliber .50 machine-gun M2 on a pedestal mount, or on an antiaircraft mount M32, and one rocket launcher M1.

4. CONTROL.—Control of the vehicle crews is by voice and arm-and-hand signals. (See FM 17–5.)

Section II

Principles of Crew Drill

5. GENERAL.—The paragraphs below prescribe the principles and procedures of crew drill common to the three types of squads in the armored infantry platoon.

6. TRAINING.—*a.* Every man must become proficient with all the weapons of the squad. Duties should be rotated so that the effect of casualties in action will be minimized. As soon as possible, crew drill should be held in the field under simulated combat conditions so that members of the squad will learn to perform their duties in all situations and on every type of terrain.

b. Precision in execution is not practicable for all formations and movements of crew drill, but it should be sought wherever possible. Energy and enthusiasm should be injected into drill at all times. Men should be taught that crew drill is "signal" practice of the squad.

7. FORMATIONS AND MOVEMENTS.—*a. To form the squad.*—(1) *In front of vehicle.*—The squad forms in front of the vehicle at the command FALL IN unless the command includes "AT LEFT (RIGHT) (REAR) OF VEHICLE," or other instruction.

(2) At the command FALL IN, the squad leader takes his post in front of the vehicle or at the place designated, and the rest of the squad takes dismounted post as prescribed for "TO FORM SQUAD." When the squad leader conducts the drill, he takes post from which he can efficiently supervise the drill, and the assistant squad leader or other member of the squad performs the duties of the squad leader.

b. To fall out.—The squad, being at dismounted posts, always falls out to the right of its vehicle unless the command includes "TO LEFT (REAR) OF VEHICLE," or other instruction.

c. Double time.—All commands requiring movement on the ground are executed at a run.

d. To call off.—Immediately after the squad is formed, the command: CALL OFF is given. At the command, members of the squad call off designations in the following order:

(1) Squad leader.
(2) Assistant squad leader.
(3) Numbered members in succession.
(4) Driver.

CALL OFF is executed with snap.

e. To change designation and duties.—To change designation and duties during drill, the command is: FALL OUT ONE (TWO) (THREE). When dismounted at this command—

(1) The man designated to fall out moves to the driver's post by the shortest route at double time.

(2) The men on his left close smartly to the right to fill the vacant file.

(3) If the movement in (2) above vacates the left flank post of the front rank, the right flank man, rear rank, moves at a run and takes that post by the

shortest route. The rear rank then closes to the right as in (2) above.

(4) Members immediately "Call off" their new designations.

f. Mounting.—Immediately after mounting, riflemen place their rifles in the scabbards, the driver puts the submachine gun in its bracket, and the last man to mount fastens the door. Carbines remain on the persons of the men so armed.

g. Dismounting.—Members of the squad habitually dismount from the vehicle with individual weapons except the rocketeer (par. 13*a*(2)) and, unless otherwise ordered, take dismounted posts.

8. MOUNTED ACTION.—At all times when there is a possibility of attack by the enemy, the vehicles and crews are prepared for action, not only to fight effectively from the vehicle, but also to go into dismounted action with the least delay and greatest effectiveness.

9. ROCKET LAUNCHER.—*a.* In every squad two riflemen are designated rocketeer and loader, respectively, to operate the rocket launcher. They are the members of the squad who have demonstrated the greatest proficiency with the weapon. However, *every member of the squad must be skilled with the launcher.*

b. Prepare for action.—At the command PREPARE FOR ACTION, the rocketeer and loader proceed as follows:

(1) *Rocketeer.*—Assembles rocket launcher; puts on ammunition bag with three rockets handed to him by the loader; checks electrical firing mechanism; resumes mounted post holding launcher in his hands. He leaves his rifle in its scabbard while prepared for action as rocketeer.

(2) *Loader.*—Removes two ammunition bags and six rockets from stowage place; hands one bag and three rockets to rocketeer; puts on bag with three rockets; resumes mounted post holding rifle in his hands.

c. If it is desired that the rocketeer and loader prepare for action as riflemen, the command includes "NO ROCKETS." The rocketeer and loader then prepare for action as riflemen.

d. The rocketeer and loader being prepared for action as riflemen, at the command ROCKETS READY, they take action as prescribed in *b* above.

e. Rocket fire from vehicle.—If rocket fire from the vehicle is desired, the squad leader halts the vehicle and commands, for example: ROCKETEER, 200 LEFT (RIGHT), TANK, FIRE. The loader immediately loads the launcher; the rocketeer takes a firing position *with the rear end of the launcher pointed over the side of the vehicle,* and fires when ready. He then continues to fire until the target is destroyed, disappears, or CEASE FIRING is ordered. The launcher is never carried loaded in the vehicle except when fire from the vehicle is ordered.

10. TO FIRE VEHICULAR MACHINE GUN.—*a. M32 mount.*—The squad leader mans the vehicular machine-gun when fire is desired.

b. Pedestal mount.—The vehicular machine-gun is manned in the respective squads as indicated—

Rifle squad	No. 2
Light machine-gun squad	No. 2
60-mm mortar squad	No. 4

11. SMALL-ARMS FIRE FROM VEHICLE.—When rifle or carbine fire from the vehicle is desired, the squad

leader halts the vehicle and specifies in the fire order the members of the squad who are to fire. Rifle or carbine fire from a moving vehicle is of little value.

12. SAFETY PRECAUTIONS.—When the squad is mounted and prepared for action, shoulder weapons, except the rocket launcher, are kept loaded and locked (par. 9*e*). During drill, loading is simulated. When contact with the enemy is imminent, machine guns will be half-loaded.

13. DISMOUNTED ACTION.—*a. Rocketeer and loader.*—(1) The rocketeer and loader, being prepared for action, to dismount them alone for defense against enemy tanks the command is: ROCKETEER, ACTION LEFT (RIGHT) (REAR), DISMOUNT. Procedure is as follows:

(*a*) *Driver.*—Slows or halts vehicle.

(*b*) *Assistant squad leader (No. 2 in mortar squad).*—Unlatches rear door.

(*c*) *Rocketeer and loader.*—Dismount in that order and open fire on the enemy tanks as soon as possible.

(*d*) *Squad leader.*—Takes whatever other action is necessary to defend the vehicle.

(2) When the squad dismounts to fight on foot, the rifleman designated as rocketeer dismounts with the weapons with which he is armed when the command is given.

(3) The rocketeer leaves his rifle in the vehicle when dismounted as rocketeer unless the car has been abandoned or he is otherwise ordered. The loader always carries his rifle.

b. Driver.—(1) When the squad is dismounted to fight on foot, the driver places the vehicle in a position designated by the squad leader.

(2) If the launcher is left in the vehicle, the driver

assembles it, checks the electrical firing mechanism, and lays out two ammunition bags and six rockets before manning the machine-gun.

c. The ammunition loads prescribed for dismounted action are drill loads only. In combat, the squad dismounts over the least exposed side of the vehicle and as much caliber .45, mortar, and machine-gun ammunition is unloaded as the situation requires or permits.

d. To abandon vehicle.—To abandon the vehicle, the command is: ABANDON CAR. Before abandoning the vehicle, the senior member present is responsible that the following actions are taken:

(1) Machine guns left in vehicle are disabled by removing the backplates from the guns and from the spare parts chests and carried with the squad. The mortar is disabled by removing the firing pin from the mortar and the same part from the tool roll. If the rocket launcher is to be left in the vehicle, the firing battery and spares are removed. If the launcher is to be taken with the squad, the rocketeer dismounts with his rifle and the launcher (*a*(3) above).

(2) *Destruction of equipment.*—To abandon and destroy the vehicle, the command is: ABANDON AND DESTROY CAR. At the command, members of the squad take action as prescribed in chapter 6.

CHAPTER 2—RIFLE SQUAD

Paragraphs
SECTION I. Composition, formations, and control..... 14–19
II. Mounted and dismounted action..... 20–22

Section I

Composition, Formations, and Control

---

14. COMPOSITION.—The rifle squad is composed of 12 men:

1 sergeant, squad leader.....SERGEANT
1 corporal, assistant squad leader.CORPORAL
1 driver, half-track.....DRIVER
9 riflemen (numbered 1 to 9)....ONE, TWO, etc.
Rifleman No. 4 is rocketeer; No. 5 is leader.
Riflemen Nos. 6 and 7 are scouts.

15. FORMATIONS.—*a. Dismounted posts.*—When accompanied by its vehicle, the rifle squad normally forms dismounted in two ranks in front of the vehicle (fig. 1). The squad leader takes his post 3 yards in front of the right fender, facing the front. The assistant squad leader takes his post 40 inches to the rear, facing the front and covering the squad leader. Nos. 1 to 5, inclusive, in that order, take posts at the left of the squad leader at close interval. Nos. 6 to 9, inclusive, and the driver, in that order, take posts at the left of

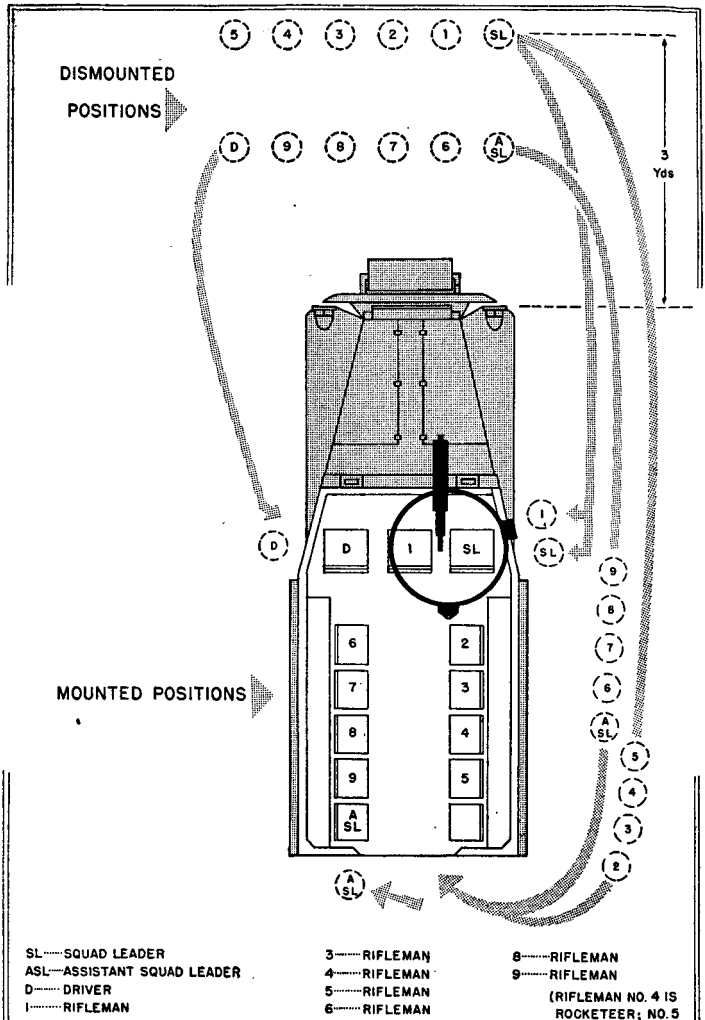

Figure 1.—Dismounted and mounted posts of rifle squad.

the assistant squad leader at close interval, covering their respective files in front.

b. Mounted posts.—The rifle squad takes mounted posts as shown in figure 1.

(1) Squad leader, seated in the right front seat, or standing in front of the seat. If the vehicle has machine-gun mount M32, he stands inside the mount.

(2) Driver, seated in the driver's seat.

(3) Rifleman No. 1, seated in the center front seat.

(4) Riflemen Nos. 2 to 5, inclusive (remainder of front rank), seated in that order from front to rear on the right side of the vehicle.

(5) Riflemen Nos. 6 to 9, inclusive, and the assistant squad leader (remainder of rear rank) seated in that order from front to rear on the left side of the vehicle.

16. TO FORM THE SQUAD.—The squad being dismounted, at the command or signal FALL IN the squad leader takes his post. The remainder of the squad takes posts prescribed in paragraph 15*a*. (See also par. 7.)

17. TO FALL OUT.—The squad being at dismounted posts, at the command FALL OUT the squad falls out as in paragraph 7*b*.

18. TO MOUNT.—*a*. The squad being at dismounted posts or dismounted, at the command or signal MOUNT, No. 1 and the squad leader take their mounted posts from the right side of the vehicle (see par. 15*b*) in that order, and the squad leader remains standing facing the rear until the remainder of the squad is mounted. The driver takes his mounted post from the left side of the vehicle. The others of the squad move around the right of the vehicle and mount through the rear door to

their seats in this order, Nos. 2 to 5, inclusive (front rank), followed by Nos. 6 to 9, inclusive (rear rank), in order. The assistant squad leader opens the rear door, supervises mounting, and takes his post last (par. 7 and fig. 1).

b. Being dismounted or at dismounted posts, at the command OVER THE SIDE, MOUNT—

(1) The squad leader, No. 1, and driver take their posts as in *a* above.

(2) Nos. 2, 3, and 4 simultaneously mount over the right side of the vehicle to their seats.

(3) Nos. 6, 7, and 8 simultaneously mount over the left side of the vehicle to their seats.

(4) Nos. 5 and 9 and the assistant squad leader, in that order, move around the right of the vehicle and mount through the rear door (par. 7).

19. TO DISMOUNT.—*a.* Being mounted, at the command or signal DISMOUNT—

(1) The squad leader and No. 1 dismount on the right side of the vehicle.

(2) The driver dismounts on the left side of the vehicle.

(3) The remainder of the squad dismounts in the reverse order to that prescribed in paragraph 18*a*. (See also par. 7.)

b. Being mounted, at the command OVER THE SIDE, DISMOUNT the squad dismounts in reverse order to that prescribed in paragraph 18*b*. (See also par. 7.)

Section II

Mounted and Dismounted Action

---

20. TO PREPARE FOR ACTION.—At the command PREPARE FOR ACTION, members of the squad proceed as follows:

a. Squad leader.—(1) Uncovers, checks head space, and half-loads the vehicular machine-gun, if the vehicle has mount M32.

(2) Supervises preparation for action by the squad.

b. Driver.—If vehicle is not moving, he checks submachine-gun to see that it is ready for action. If vehicle is moving, he continues to drive, and No. 1 checks the submachine-gun.

c. Assistant squad leader.—Assists squad leader in supervising preparation for action.

d. Rifleman No. 2.—If the vehicle has a pedestal mount, he uncovers, checks head space, and half-loads the vehicular machine-gun.

e. Riflemen Nos. 4 and 5.—Prepare for action as rocketeer and loader, respectively (par. 9).

f. All riflemen except rocketeer.—Remove rifles from their scabbards, load and lock, and hold them in their hands thereafter until OUT OF ACTION or other command is given. In drill, loading is simulated.

21. OUT OF ACTION.—The squad being prepared for action, at the command or signal OUT OF ACTION the squad proceeds as follows:

a. Squad leader.—(1) Unloads vehicular machine-gun (mount M32).

(2) Supervises actions of squad.

b. No. 2.—Unloads vehicular machine-gun (pedestal mount).

c. All riflemen unload, replace rifles in scabbards, and resume mounted posts.

d. If the rocketeer and loader are prepared for action as such, they stow equipment and rockets in the reverse order to that prescribed in paragraph 9 and resume mounted posts.

22. DISMOUNTED ACTION.—*a.* The squad being mounted and prepared for action, undertakes dismounted action upon appropriate orders for the disposition of the squad as prescribed in FM 22–5 and 23–55 (see *c* below). The command of execution in all cases is ACTION. For example, 1. SCOUTS OUT (AS SKIRMISHERS) (SQUAD COLUMN), 2. ACTION. At the command of execution—

(1) *Squad leader.*—Dismounts and supervises the disposition of the squad.

(2) *Riflemen Nos. 1 to 9.*—Dismount and take positions, or formation, as directed by the squad leader.

(3) *Driver.*—At command or signal, moves the vehicle to a position as directed by the squad leader (par. 13*b*).

b. If the order in *a* above includes "OVER THE SIDE," the squad dismounts as prescribed in paragraph 19*b*, and proceeds as in *a* above.

c. Dismounted action with machine gun.—For dismounted action with the vehicular machine-gun, the

order in *a* above includes "DISMOUNT WITH MACHINE-GUN." At the command of execution—

(1) *Squad leader.*—Dismounts and supervises disposition of the squad.

(2) *Assistant squad leader.*—Dismounts and supervises placing machine gun in action.

(3) *Rifleman No. 1.*—Dismounts machine-gun and hands it to No. 2 on the ground. Hands one box of caliber .30 ammunition and the water chest to No. 3 on the ground; dismounts with tripod. (Stowage place of tripod governs this section.)

(4) *Rifleman No. 2.*—Dismounts and receives the machine gun from No. 1.

(5) *Rifleman No. 3.*—Dismounts and receives one box of caliber .30 ammunition and the water chest from No. 1.

(6) *Riflemen Nos. 4 to 9.*—Dismount and take positions or formations as directed by the squad leader.

(7) *Driver.*—At command or signal, moves the vehicle to cover and rejoins the squad with his submachine gun, one box of caliber .30 ammunition, the spare parts roll, spare barrel, and the vehicular first-aid kit. If the driver must remain with the vehicle, as in a defensive position, this equipment, except the submachine gun, is taken by No. 6.

(8) The machine gun is put into action in drill 5 yards in front of the vehicle, or at a point designated by the squad leader. Fire and displacement orders are as prescribed in FM 23–55. The members of the squad handling the machine gun perform duties designated in FM 23–55 as follows:

(*a*) Assistant squad leader.....Squad leader.
(*b*) Rifleman No. 1.....No. 1.
(*c*) Rifleman No. 2.....No. 2.
(*d*) Rifleman No. 3.....No. 3.

d. Out of action.—At the command MACHINE GUN OUT OF ACTION, the machine gun is taken out of action as prescribed in FM 23–55. The squad leader signals BRING UP THE VEHICLE. At the command MOUNT, equipment and ammunition are stowed in the reverse order to that prescribed in *c* above.

CHAPTER 3

LIGHT MACHINE-GUN SQUAD

		Paragraphs
SECTION I.	Composition, formations, and control	23–28
II.	Mounted and dismounted action	29–31

Section I

Composition, Formations, and Control

---

23. COMPOSITION.—The light machine gun squad mounted in half-track car M3 or M3A1 is composed of 12 men:

1 sergeant, squad leader . . . SERGEANT
1 corporal, assistant squad leader . . . . . CORPORAL
2 gunners, Nos. 1 and 2 . . . ONE and TWO
2 ammunition handlers, Nos. 3 and 4 . . . . . THREE and FOUR
5 riflemen, Nos. 5 to 9 . . . . . FIVE to NINE
1 driver . . . . . DRIVER

Rifleman No. 7 is rocketeer, No. 9 is loader.

24. FORMATIONS.—*a. Dismounted posts.*—When accompanied by the vehicle, the light machine-gun squad normally forms dismounted in two ranks in front of the

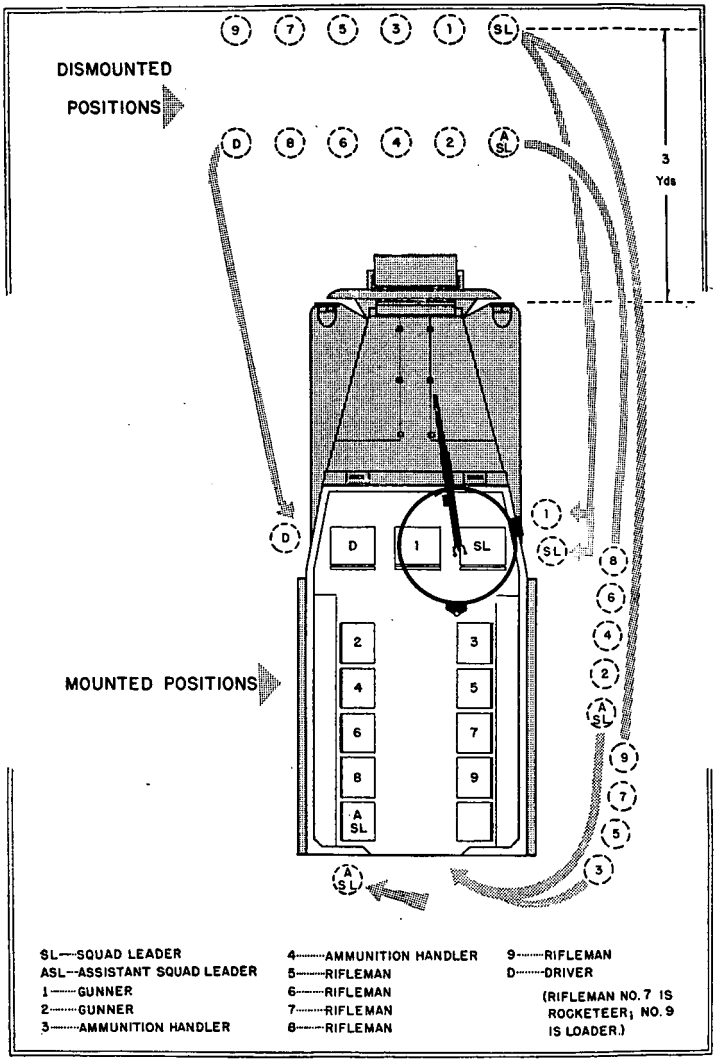

Figure 2.—Dismounted and mounted posts of light machine-gun squad.

vehicle (fig. 2). The squad leader is 3 yards in front of the right fender of the vehicle, facing the front. Odd numbers of the squad (Nos. 1, 3, 5, 7, and 9) are at his left in that order at close interval. The assistant squad leader is directly behind the squad leader, covering in file. Even numbers of the squad (Nos. 2, 4, 6, and 8) and the driver are at his left in that order, at close interval covering their respective files in front.

b. Mounted posts.—The light machine-gun squad takes mounted posts as shown in figure 2.

(1) Squad leader, seated in the right front seat or standing in front of the seat. If the vehicle has machine-gun mount M32, he stands inside the mount.

(2) Driver, seated in the driver's seat.

(3) Gunner No. 1, seated in the center front seat.

(4) Nos. 3, 5, 7, and 9, seated on the right side of the crew compartment in that order from front to rear.

(5) Nos. 2, 4, 6, and 8 and the assistant squad leader, seated on the left side of the crew compartment in that order from front to rear.

25. TO FORM THE SQUAD.—Being dismounted, at the command or signal FALL IN the squad leader takes his post and other members of the squad take dismounted posts as prescribed in paragraph 24. (See also par. 7.)

26. TO FALL OUT.—Being at dismounted posts, at the command FALL OUT the squad falls out as in paragraph 7.

27. TO MOUNT.—*a.* Being at dismounted posts or dismounted, at the command or signal MOUNT, No. 1 and the squad leader mount to their seats from the right side of the vehicle in that order. The squad leader

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remains standing facing the rear until the remainder of the squad is mounted. The driver mounts to his seat from the left side of the vehicle. The others of the squad move around the right of the vehicle and mount through the rear door to their seats in the order, Nos. 3, 5, 7, and 9 (front rank) and Nos. 2, 4, 6, and 8 (rear rank). The assistant squad leader opens the door, supervises mounting, and takes his post last (par. 7 and fig. 2).

b. Being dismounted or at dismounted posts, at the command OVER THE SIDE, MOUNT—

(1) The squad leader, gunner No. 1, and driver take their mounted posts as in *a* above.

(2) Nos. 3, 5, and 7 simultaneously mount to their seats over the right side of the vehicle.

(3) Nos. 2, 4, and 6 simultaneously mount to their seats over the left side of the vehicle.

(4) Nos. 8 and 9 and the assistant squad leader mount to their seats through the rear door (par. 7).

28. TO DISMOUNT.—*a.* The squad being mounted, at the command or signal DISMOUNT—

(1) The squad leader and No. 1 dismount on the right side of the vehicle.

(2) The driver dismounts on the left side of the vehicle.

(3) The remainder of the squad dismounts in the reverse order to that prescribed in paragraph 27*a*. (See also par. 7.)

b. Being mounted, at the command OVER THE SIDE, DISMOUNT, the squad dismounts in the reverse order to that prescribed in paragraph 27*b*. (See also par. 7.)

Section II

Mounted and Dismounted Action

---

29. TO PREPARE FOR ACTION.—At the command PREPARE FOR ACTION, members of the squad proceed as follows:

a. Squad leader.—(1) Uncovers, checks head space, and half-loads the vehicular machine gun, if the vehicle has mount M32.

(2) Supervises preparation for action by the squad.

b. Driver.—If the vehicle is not moving, checks the submachine gun to see that it is ready for action. If the vehicle is moving, he continues to drive, and No. 1 checks the submachine gun.

c. Assistant squad leader.—Assists the squad leader in supervising preparation for action.

d. No. 2.—If the vehicle has a pedestal mount, uncovers, checks head space, and half-loads the vehicular machine gun.

e. Nos. 3 and 4.—Check light machine guns and tripods in their stowage places to see that they may be put into action with minimum delay.

f. Nos. 5, 6, and 8.—Remove rifles from their scabbards, lock, load, and hold them in their hands thereafter until OUT OF ACTION or other command is given.

g. Nos. 7 and 9.—Prepare for action as rocketeer and loader, respectively (par. 9).

30. OUT OF ACTION.—The squad being prepared for action, at the command or signal OUT OF ACTION the squad proceeds as follows:

a. Squad leader.—(1) Unloads vehicular machine gun (mount M32).

(2) Supervises actions of squad.

b. Assistant squad leader.—Assists in supervision of squad.

c. No. 2.—Unloads vehicular machine gun (pedestal mount).

d. Nos. 5, 6, and 8.—Unload and replace rifles in their scabbards.

e. Nos. 7 and 9.—Stow launcher, ammunition, and equipment.

31. DISMOUNTED ACTION.—*a.* For dismounted action the light machine guns of the squad are numbered 1 and 2. Nos. 1 and 3 are the crew for No. 1 gun. Nos. 2 and 4 are the crew for No. 2 gun.

b. Being mounted and prepared for action, the squad goes into dismounted action upon appropriate orders from the squad leader, as prescribed in FM 23–45, 23–60, and 22–5, followed by the command of execution ACTION. At the command of execution—

(1) *Squad leader.*—Dismounts and supervises the disposition of the dismounted squad.

(2) *No. 1.*—Dismounts and receives tripod of gun No. 1 and one box of caliber .30 ammunition from No. 2.

(3) *No. 2.*—Passes tripod of gun No. 1 and one box of caliber .30 ammunition to No. 1 on the ground. Dismounts with tripod of gun No. 2 and one box of caliber .30 ammunition.

(4) *No. 3.*—Dismounts with gun No. 1 and one box of caliber .30 ammunition.

(5) *No. 4.*—Dismounts with gun No. 2 and one box of caliber .30 ammunition.

(6) *Riflemen Nos. 5 to 9.*—Dismount and take positions as indicated by the squad leader.

(7) *Driver.*—On signal from squad leader, moves vehicle to position designated by the squad leader and mans vehicular machine gun (par. 13).

(8) The guns are put into action as prescribed in gun drill, FM 23–45. In drill, gun No. 1 is placed 5 yards in front of the vehicle or any location designated by the squad leader; gun No. 2, 10 yards to the left of gun No. 1. Gunners Nos. 1 and 2 perform the duties of No. 1 for their respective guns; Nos. 3 and 4 perform duties of No. 2 for their respective guns. Fire and displacement orders are as prescribed in FM 23–45.

c. Out of action.—At the command OUT OF ACTION, the guns are taken out of action as prescribed in FM 23–45. The squad leader signals BRING UP VEHICLE. At the command MOUNT the squad mounts and replaces equipment and ammunition in the reverse order to that prescribed in *b* above and resumes mounted posts. Unless otherwise ordered, the squad remains prepared for action.

d. Dismounted action with vehicular machine gun.—For dismounted action with the vehicular machine gun as well as the light machine guns, the orders referred to in *b* above include "DISMOUNT WITH CALIBER .50". At the command of execution, the squad leader, assistant squad leader, and Nos. 1, 2, 3, 4, 7, and 9 take action as prescribed in *b* above. Other members of the squad proceed as follows:

(1) *No. 5.*—Dismounts caliber .50 machine gun and

hands it to No. 6 on the ground. Dismounts and removes caliber .50 tripod from vehicle.

NOTE.—If the machine gun is on mount M32, No. 5 must climb into the front seat to dismount the gun.

(2) *No. 6.*—Dismounts and receives the caliber .50 machine gun from No. 5.

(3) *No. 8.*—Dismounts with two boxes of caliber .50 ammunition.

(4) *Driver.*—At command or signal of squad leader, moves vehicle to cover, dismounts, and rejoins the squad with his submachine gun, one box of caliber .50 ammunition, the spare parts roll, spare barrel, and the vehicular first aid kit. If the driver must remain with the vehicle, as in a defensive position, the assistant squad leader takes this equipment before the vehicle departs.

(5) *Nos. 5, 6, and 8.*—Move to positions designated by the squad leader and put the gun into action as prescribed in FM 23–60, in drill, 10 yards to the right of gun No. 1. Fire and displacement orders are as prescribed in FM 23–60. They perform duties as follows:

Rifleman No. 5 ..... No. 1
Rifleman No. 6 ..... No. 2
Rifleman No. 8 ..... No. 3

e. Out of action.—At the command CALIBER .50 OUT OF ACTION, the gun is taken out of action as prescribed in FM 23–60. The squad leader signals BRING UP THE VEHICLE. At the command MOUNT, the squad mounts and equipment and ammunition are stowed in the reverse order to that prescribed in *d* above.

CHAPTER 4

60-MM MORTAR SQUAD

Paragraphs

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II. Mounted and dismounted action..... 38–40

Section I

Composition, Formations, and Control

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32. COMPOSITION.—The 60-mm mortar squad mounted in half-track carrier M3 or M3A1 is composed of eight men:

1 sergeant, squad leader...SERGEANT
1 gunner, No. 1.....ONE
1 gunner, No. 2.....TWO
2 ammunition handlers, Nos.
3 and 4.....THREE and FOUR
2 riflemen, Nos. 5 and 6...FIVE and SIX
1 driver, half-track.....DRIVER
Rifleman No. 5 is rocketeer, No. 6 is loader.

33. FORMATIONS.—*a. Dismounted posts.*—When accompanied by the vehicle, the mortar squad normally forms dismounted in two ranks in front of the vehicle (fig. 3). The squad leader is 3 yards in front of the

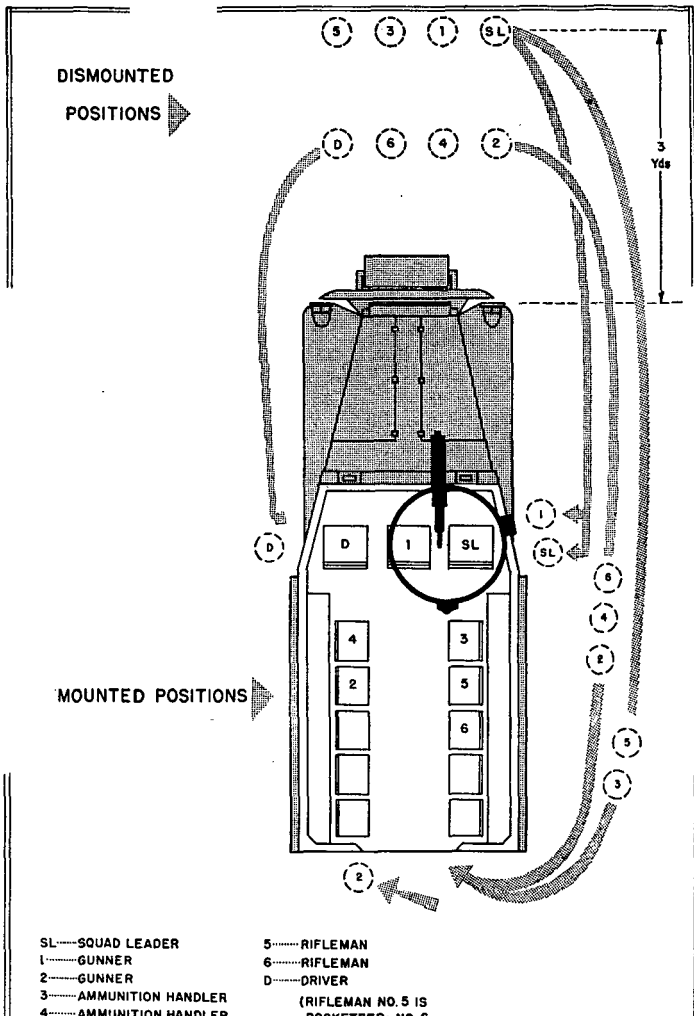

Figure 3.—Dismounted and mounted posts of 60-mm mortar squad.

right fender facing the front. Odd numbers of the squad (Nos. 1, 3, and 5) are at his left in that order at close interval. Gunner No. 2 is directly behind the squad leader, covering in file. Other even numbers of the squad (Nos. 4 and 6) and the driver, are at his left in that order, at close interval, covering their respective files in front.

b. Mounted posts.—The mortar squad takes mounted posts as shown in figure 3.

(1) The squad leader seated in the right front seat, or standing in front of the seat. If the vehicle has machine-gun mount M32, he stands inside the mount.

(2) Gunner No. 1, seated in the center front seat.

(3) The driver, in the driver's seat.

(4) Nos. 3, 5, and 6, seated on the right side of the crew compartment, in that order, from front to rear.

(5) Nos. 4 and 2, seated on the left side of the compartment in that order from front to rear.

34. TO FORM THE SQUAD.—The squad being dismounted, at the command or signal FALL IN, the squad leader takes his post. Other members of the squad take dismounted posts as prescribed in paragraph 33. (See also par. 7.)

35. TO FALL OUT.—The squad being at dismounted posts, at the command or signal FALL OUT, the squad falls out as prescribed in paragraph 7.

36. TO MOUNT.—*a.* The squad being at dismounted posts, or dismounted, at the command or signal MOUNT, No. 1 and the squad leader mount to their seats from the right side of the vehicle in that order. The squad leader remains standing facing the rear until the remainder of the squad is mounted. The driver mounts to

his seat from the left side of the vehicle. The others of the squad move around the right of the vehicle and mount through the rear door to their seats in the order, Nos. 3 and 5 (front rank), and No. 4 (rear rank). No. 2 opens the door and mounts last (par. 7).

b. Being dismounted, or at dismounted posts, at the command OVER THE SIDE, MOUNT—

(1) The squad leader, gunner No. 1, and driver take their mounted posts as in *a* above.

(2) No. 4 mounts over the left side of the vehicle to his post.

(3) Nos. 3 and 5 mount over the right side of the vehicle.

(4) No. 6 and gunner No. 2 mount through the rear door in that order (par. 7).

37. TO DISMOUNT.—*a.* Being mounted, at the command or signal DISMOUNT—

(1) The squad leader and gunner No. 1 dismount on the right side of the vehicle.

(2) The driver dismounts on the left side of the vehicle.

(3) The remainder of the squad dismounts in the reverse order to that prescribed in paragraph 36*a*. (See also par. 7.)

b. Being mounted, at the command OVER THE SIDE, DISMOUNT, the squad dismounts in reverse order to that prescribed in paragraph 36*b*. (See also par. 7.)

Section II

Mounted and Dismounted Action

38. TO PREPARE FOR ACTION.—At all times when action with the enemy is imminent the ammunition bags of the mortar squad should be stowed with full loads of ammunition, ready for immediate use. Except when the squad leader anticipates that it will be necessary to carry ammunition to the firing point, the members of the squad do not put on the bags (see *i* below). At the command PREPARE FOR ACTION—

a. Squad leader.—Uncovers, checks head space, and half-loads the vehicular machine gun. Receives cleaning staff from No. 4. Supervises preparation for action of the squad.

b. No. 1.—Receives aiming stakes (improvised) from No. 3. If vehicle is in motion, checks submachine gun for driver.

c. No. 2.—Checks straps on mortar to see that they are ready for immediate release.

d. No. 3.—Passes aiming stakes to No. 1.

e. No. 4.—Passes cleaning staff to squad leader. If the vehicle has a pedestal mount, uncovers, checks head space, and half-loads the vehicular machine gun.

f. Nos. 2 to 6.—Check individual weapons to see that they are locked and loaded and ready for action.

g. Driver.—If vehicle is not moving, checks to see that submachine gun is ready for action.

h. Riflemen Nos. 5 and 6.—Prepare for action as rocketeer and loader, respectively (par. 9).

i. If the squad leader anticipates that the vehicle will not be able to reach the initial firing position, the command is: CARRY AMMUNITION BAGS. At the command, Nos. 2, 3, and 4 put on ammunition bags with full loads of ammunition.

39. OUT OF ACTION.—Being prepared for action, at the command or signal OUT OF ACTION—

a. Squad leader.—(1) Unloads vehicular machine gun (mount M32).

(2) Passes cleaning staff to No. 4.

(3) Supervises actions of the squad.

b. No. 1.—Passes aiming stakes (improvised) to No. 3 for stowing.

c. No. 2.—Remains seated.

d. No. 4.—Receives cleaning staff from squad leader and stows it. Unloads vehicular machine gun (pedestal mount).

e. Nos. 5 and 6.—Replace launcher, ammunition, and equipment.

40. DISMOUNTED ACTION.—*a.* Being mounted and prepared for action, the squad goes into dismounted action upon appropriate orders from the squad leader as prescribed in FM 23-45, 23-85, and 22-5, followed by the command of execution ACTION. At the command of execution—

(1) *Squad leader.*—Dismounts and supervises the disposition of the dismounted squad.

(2) *No. 1.*—Dismounts with aiming stakes and receives mortar tripod and baseplate from No. 2.

(3) *No. 2.*—Takes mortar, bipod, and baseplate from stowage place, hands them to No. 1 on the ground, and dismounts.

(4) *Nos. 3 and 4.*—Unload ammunition as directed by the squad leader.

(5) *Nos. 5 and 6.*—Dismount and take positions as directed by the squad leader.

(6) *Driver.*—At the command or signal from the squad leader, moves to a position indicated by the squad leader and mans vehicular machine gun (par. 13*b*).

(7) The mortar is put into action in drill 5 yards in front of the vehicle, or any location designated by the squad leader. Fire and displacement orders are as prescribed in FM 23–85.

b. Out of action.—At the command OUT OF ACTION, the mortar is taken out of action as prescribed in FM 23–85. The squad leader commands or signals BRING UP VEHICLE. At the command MOUNT, the squad mounts and stows equipment and ammunition in the reverse order to that prescribed in *a* above, and resumes mounted posts, remaining prepared for action.

c. To dismount with machine gun.—For dismounted action with both vehicular machine gun and 60-mm mortar, the orders referred to in *a* above include "DISMOUNT WITH MACHINE GUN." At the command of execution, Nos. 1, 3, and 4 dismount with the mortar as prescribed in *a* above. Other members of the squad proceed as follows:

(1) *No. 2.*—Dismounts the caliber .30 machine gun and hands it to No. 5 on the ground. He passes one box of caliber .30 ammunition and the water chest to No. 6 on the ground. He dismounts with the tripod and moves to the position designated by the squad

leader. (Stowage position of the tripod governs this action.)

(2) *Nos. 5 and 6.*—Dismount and receive the equipment and ammunition designated in (1) above from gunner No. 2.

(3) The gun is put into action in drill 10 yards to the left of the mortar, or at any location designated by the squad leader. Fire and displacement orders are as prescribed in FM 23–55. Duties are performed as follows:

Gunner No. 2 ..... No. 1
Rifleman No. 5 ..... No. 2
Rifleman No. 6 ..... No. 3

(4) *Driver.*—At command or signal, moves the vehicle to cover and rejoins the squad with his submachine gun, one box of caliber .30 ammunition, the spare parts roll, spare barrel, and the vehicular first-aid kit. If the driver must remain with the vehicle, as in a defensive position, this equipment, except the submachine gun, is taken by the squad leader before the vehicle departs.

d. Out of action.—At the command or signal MACHINE GUN OUT OF ACTION, the gun is taken out of action as prescribed in gun drill FM 23–55. The squad leader signals BRING UP THE VEHICLE. At the command MOUNT, the squad mounts and equipment and ammunition are stowed in the reverse order to that prescribed in *c* above.

CHAPTER 5

INSPECTION AND MAINTENANCE

41. VEHICLES.—*a. Squad leader.*—The squad leader is responsible for crew vehicular inspections. He receives the reports from the members of the squad relative to their individual inspections. He indicates in his report anything requiring the services of maintenance personnel. He supervises first echelon maintenance, and delegates the various inspection duties to members of the squad.

b. Driver.—The driver, assisted by the squad, makes the vehicular inspections prior to operation, during operation, at the halt, and after operation as outlined on the reverse side of War Department Form No. 48 (Driver's Trip Ticket and Preventative Maintenance Service Record). Those daily inspections, and the prescribed periodic inspections for the vehicle, will be made in strict conformity with the procedure laid down in TM 9–2810 (when published). The driver is responsible for filling in the driver's trip ticket daily, indicating anything requiring maintenance work. The report should be carefully and thoroughly made out. Any irregularity noted by the driver and entered upon his report which is not repaired before the vehicle is used again should be reentered on the report until the item has been properly taken care of.

42. PRESTARTING INSPECTION HALF-TRACK CAR.—The driver performs those checks enumerated on reverse side of War Department Form No. 48, under "Before operation service," which are applicable to the vehicle.

43. INSPECTION DURING OPERATION HALF-TRACK CAR.—Those checks prescribed on the reverse side of War Department Form No. 48, under "During operation service," which are applicable, will be made continually.

44. INSPECTION AT HALT HALF-TRACK CAR.—*a.* Those checks prescribed on the reverse side of War Department Form No. 48, under "At halt service," which are applicable, will be made with the engine running and stopped.

b. Remove debris which may have accumulated on the vehicle.

45. INSPECTION AFTER OPERATION HALF-TRACK CAR.—The driver performs those checks which are applicable as prescribed on the reverse side of War Department Form No. 48, under "After operation service."

CHAPTER 6

DESTRUCTION OF EQUIPMENT

46. DESTRUCTION OF EQUIPMENT.—*a. General principles.*—(1) Situations may arise when matériel must be destroyed to prevent—

(*a*) Its capture by the enemy.

(*b*) Its use by the enemy, if captured, against our own or allied troops.

(2) The principles to be followed are:

(*a*) Methods for the destruction of matériel subject to capture or abandonment in the combat zone must be adequate, uniform, and easily followed in the field.

(*b*) Destruction must be as complete as available time, equipment, and personnel will permit. If thorough destruction of all parts cannot be completed, the most important features of the matériel should be destroyed, and parts essential to the operation or use of the matériel and which cannot be easily duplicated, ruined, or destroyed. The same essential parts must be destroyed on all like units to prevent the enemy's constructing one complete unit from several damaged ones by "cannibalism."

(*c*) Destruction of matériel, subject to capture or abandonment in the combat zone, will be undertaken

only when in the judgment of the military commander concerned such action is necessary. The destruction of matériel is a command decision to be implemented only on authority delegated by the division or higher commander.

(3) Squads will be trained in the prescribed methods of destruction. Training will not involve the actual destruction of matériel.

b. Methods.—(1) The methods below are given in order of effectiveness. If method No. 1 cannot be used, destruction should be accomplished by one of the other methods outlined, in order of priority shown. Adhere to the sequences.

(2) Certain methods require special tools and equipment such as TNT and incendiary grenades, which may not be items of issue normally. The issue of such special tools and matériel, the vehicles for which issued, and the conditions under which destruction will be effected are command decisions in each case, according to the tactical situation.

47. DESTRUCTION OF CALIBER .30 MACHINE GUN.—*a. Method No. 1.*—Field strip. Use barrel as a sledge. Raise cover until vertical; smash cover down toward front. Deform and break backplate; deform T-slot. Wedge lock frame, back down, into top of receiver between top plate and extractor cam; place chamber end of barrel over lock frame depressors and break off depressors. Insert barrel extension into back of receiver allowing the shank to protrude; knock off shank by striking with barrel from the side. Deform and crack receiver by striking with barrel at side place corners nearest feedway. Elapsed time: 2½ minutes.

b. Method No. 2.—Insert bullet point of complete

round into muzzle and bend case slightly, distending mouth of case to permit pulling of bullet. Spill powder from case, retaining sufficient powder to cover the bottom of case to a depth of approximately ⅛ inch. Reinsert pulled bullet, point first, back into the case mouth. Chamber and fire this round with the reduced charge; the bullet will stick in the bore. Chamber one complete round, lay weapon on ground, and fire with a 30-foot lanyard. Use the best available cover, as this means of destruction may be dangerous to the person destroying the weapon. Complete destruction as in method No. 1. Elapsed time: 2 to 3 minutes.

c. Small arms cannot be adequately destroyed by firing with the bore stuck in the ground, with or without a bullet jammed in the muzzle.

d. Machine-gun tripod mount, caliber .30 M2.—Use machine-gun barrel as a sledge. Deform traversing dial. Fold rear legs, turn mount over on head, stand on folded rear legs, knock off traversing dial locking screw, pintle lock, and deform head assembly. Deform folded rear legs so as to prevent unfolding. Extend elevating screw and bend screw by striking with barrel; bend pintle yoke. Elapsed time: 2 minutes.

48. DESTRUCTION OF CALIBER .50 MACHINE GUN.—*a. Method No. 1.*—Field strip. Use barrel as a sledge. Raise cover; lay bolt in feedway; lower cover on bolt, smash cover down over bolt. Deform backplate. Wedge buffer into rear of casing allowing depressors to protrude; break off depressors by striking with barrel. Lay barrel extension on its side. Hold down with one foot and break off the shank. Deform casing by striking side plates just back of the feedway. Elapsed time: 3½ minutes.

b. Method No. 2.—Insert bullet point of complete round into muzzle and bend case slightly, distending mouth of case to permit pulling of bullet. Spill powder from case, retaining sufficient powder to cover the bottom of the case to a depth of approximately ⅛ inch. Reinsert pulled bullet, point first, back into the case mouth. Chamber and fire this round with the reduced charge; the bullet will stick in the bore. Chamber one complete round, lay weapon on ground, and fire with a 30-foot lanyard. Use the best available cover as this means of destruction may be dangerous to the person destroying the weapon. Complete destruction as in method No. 1. Elapsed time: 2 to 3 minutes (par. 47*c*).

c. Machine-gun tripod mount, caliber .50, M3.—Use machine-gun barrel as a sledge. Deform pintle yoke. Deform traversing dial. Fold rear legs and deform so as to prevent unfolding. Remove front leg and knock off yoke. Extend elevating screw and bend screw by striking with barrel. Turn mount over; deform head assembly and knock off dial locking screw and pintle lock. Elapsed time: 3 minutes.

49. DESTRUCTION OF 60-MM MORTAR.—*a. Sight.*—Detach the sight. If evacuation is possible, carry the sight; if not, smash the sight thoroughly.

b. Method No. 1.—Place a complete round, with at least 20 increments and with safety wire in fuze not withdrawn, part way into the mortar tube. Block round in this position by jamming between the round and the side of the mortar tube a stick, small-arms cartridge, or loop of ¼-inch or larger cord with 100-foot lanyard attached thereto. Pulling lanyard will result in round sliding down bore and being fired. The excess pressure caused by the large number of increments will

burst the base end of the tube. The danger zone is at least 100 yards. Elapsed time: 1 minute.

c. Method No. 2.—Drop two M14 incendiary grenades into the tube and ignite. One grenade should be equipped with a 15-second Bickford fuze, if available, otherwise use standard Bouchon fuze. Elapsed time: 1 minute.

50. DESTRUCTION OF ROCKET LAUNCHER.—Remove firing batteries. Smash tube by pounding it with sledge or rock; if tube has two sections, be sure both sections are thoroughly deformed. Elapsed time: 1 minute.

51. DESTRUCTION OF SMALL ARMS.—*a. Method No. 1.*—(1) *Rifle, caliber .30, M1.*—Remove operating rod and bolt. Bend barrel. Remove and distort driving spring and/or remove firing pin and break point. Remove trigger group and break off hammer hooks by striking against the receiver. Bend operating rod by wedging handle into receiver, standing on the receiver, and pulling up on the operating rod tube. Elapsed time: 2½ minutes.

(2) *Carbine, caliber .30, M1.*—Remove operating rod and bolt. Bend barrel. Remove and distort driving spring and/or remove firing pin and break point. Remove trigger group. Deform operating rod and trigger group by hammering with the receiver. Elapsed time: 2 minutes.

(3) *Submachine gun, caliber .45, M1928A1 and M1.*—Draw bolt to rear. Using right lip on magazine, or winding key from drum type magazine, free rocket pivot from small spring on pivot plate. Remove safety by freeing it from large spring on pivot plate and pulling it out to left. Pull pivot plate to right. Shake gun until

trigger mechanism is loose in frame. Break pivot plate by wedging spring ends in receiver holes and bending plate. Elapsed time: 1½ minutes.

(4) *Submachine gun, caliber .45, M3.*—Remove barrel; deform with sledge. Remove housing and guide rod assembly and bend and deform both. Smash receiver throat. Time: 2 minutes. If time is limited, do not disassemble. Deform or smash receiver throat so that bolt cannot be retracted. Time: 30 seconds.

b. Method No. 2 for all small arms.—See paragraph 47*b* and *c*.

52. DESTRUCTION OF HALF-TRACK CAR.—*a. Method No. 1.*—(1) Remove and empty portable fire extinguishers. Puncture the fuel tanks if readily accessible. Place TNT charges as indicated. Insert tetryl nonelectric caps with at least 5 feet of safety fuze in each charge, unless otherwise indicated. Ignite the fuzes and take cover. Elapsed time: 1 to 2 minutes if charges are prepared beforehand and carried in the vehicle. Place charges as follows:

2 pounds TNT placed over clutch housing at rear of cylinder block.

1 pound TNT placed on left side of engine as low as possible.

(2) If sufficient time and materials are available, additional destruction of track-laying vehicles may be accomplished by placing a 2-pound TNT charge at about the center of each track assembly. Detonate these charges in the same manner as the others.

(3) If charges are prepared beforehand and carried in the vehicle, *keep the caps and fuzes separated from the charges until used.*

(4) For the destruction of pneumatic tires, see paragraph 55.

b. Method No. 2.—(1) Remove and empty the portable fire extinguishers. Puncture the fuel tanks, if readily accessible. Fire on the vehicle, using adjacent tanks, antitank or other artillery, or antitank rockets or grenades. Aim at the engine, suspension, and armament in the order named. If a good fire is started, the vehicle may be considered destroyed. Elapsed time: About 5 minutes per vehicle.

(2) Destroy the last remaining vehicle by the best means available.

c. Method No. 3.—Remove and empty the portable fire extinguishers. Puncture the fuel tanks, if readily accessible. Smash all vital elements (such as distributors, carburetor, radiator, engine block, air and oil cleaners, generator, control levers, crankcase, and transmission) with a heavy ax, pick, or sledge. Pour spare gasoline, oil, or distillate over entire unit and ignite.

d. (1) Whenever time and materials are available, combine the vehicle destruction in *a* and *b* above with the armament destruction in paragraphs 47, 48, and 49.

(2) If possible, detach and evacuate all machine guns mounted on vehicles before destroying the vehicle.

53. DESTRUCTION OF AMMUNITION.—*a. General.*

(1) Time usually will not permit the destruction of all ammunition in forward combat zones.

(2) When sufficient time and materials are available, ammunition may be destroyed as indicated below. At least 30 to 60 minutes may be required to destroy adequately the ammunition carried by combat units.

(3) In general, the methods and safety precautions outlined in TM 9–1900, should be followed whenever possible.

b. Unpacked complete round ammunition.—Stack ammunition in small piles. (Small-arms ammunition may be heaped.) Stack or pile most of the available gasoline in cans and drums around the ammunition. Throw onto the pile all available inflammable material such as rags, scrap wood, and brush. Pour the remaining available gasoline over the pile. Sufficient inflammable material must be used to insure a very hot fire. Ignite the gasoline and take cover.

54. FIRE CONTROL EQUIPMENT.—All fire-control equipment, including optical sights and binoculars, is difficult to replace. It should be the last equipment to be destroyed, if there is any chance of personnel being able to evacuate. If personnel is evacuated, all possible items of fire-control equipment should be carried. If evacuation of personnel is not possible, fire-control equipment must be destroyed. All optical equipment which cannot be evacuated will be thoroughly smashed.

55. PNEUMATIC TIRES.—*a. General.*—(1) Rubber is such a critical item that whenever matériel is subject to capture or abandonment, an attempt to destroy pneumatic tires must always be made, even if time will not permit destruction of the remainder of the vehicle.

(2) With adequate planning and training, however, the destruction of tires may be accomplished in conjunction with destruction of the vehicle without increasing the time necessary.

b. Method No. 1.—(1) Ignite an M14 incendiary grenade under each tire.

(2) To insure the best results when this method is combined with the destruction by TNT of half-tracks and trucks or towed artillery carriages, be certain that

the incendiary fires are well started before detonating the TNT.

c. Method No. 2.—(1) Damage the tires with an ax-pick, or heavy machine-gun fire (deflate them before doing this, if possible.) Pour spare gasoline on tires, dousing each one, and ignite.

(2) When used in conjunction with wheeled vehicle destruction, the ensuing fire will adequately destroy the vehicle.

56. RADIO EQUIPMENT.—*a. Books and papers.*—Instruction books, circuit and wiring diagrams, records of kinds for radio equipment, code books, and registered documents will be destroyed by burning.

b. Radio sets.—(1) Shear off all panel knobs, dials, and switches with an ax. Break open set compartment, by smashing in the panel face, then knock off the top, bottom, and sides. The object is to destroy the panel and expose the chassis. On top of the chassis strike all tubes and circuit elements with the ax head. On the under side of the chassis, if it can be reached, use the ax to shear or tear off wires and small circuit units. Break sockets and cut unit and circuit wires. Smash or cut tubes, coils, crystal holders, microphones, ear phones, and batteries. Break mast sections and break mast base at the insulator.

(2) When possible, pile up smashed equipment, pour on gas or oil, and set it on fire. If other inflammable material such as wood is available, use it to increase the effect of fire. Bury smashed parts.

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