

Foot Locker. When preparing for inspection in quarters, arrange your foot locker according to your unit SOP; an example is shown in figure 42. Only clean clothing should be kept in your foot locker, since dirty clothing will soil your clean clothing. The lower part of the foot locker is used for underwear, towels, trousers, shirts, and similar items. The tray is for smaller articles, such as shaving equipment, handkerchiefs, socks, and personal items. The contents of the foot locker are kept neatly arranged.

Clothing. Your clothing should be hung on clothes hangers. This allows the clothes to air and helps to eliminate wrinkles. To promote uniformity for in-



Figure 42. A foot locker arranged for inspection.

spectations, similar items are grouped. The longer articles, such as your poncho and overcoat, are hung at one end; shorter items are placed next in order of their length (fig. 43).



Figure 43. Wall locker arranged for inspection.



Figure 44. Ready for inspection.

Section IV. INTERIOR GUARD

Its Purpose—Protection

In garrison and in the field, Government property must be protected. Order must be preserved. Regulations must be enforced. Internal security must be

provided. To carry out these duties is the responsibility of the interior guard.

The size of the guard, the areas it is to tour, and its special orders are determined by the commanding officer of your camp or unit. He also prescribes the uniform, equipment, and tours of duty. The guard itself is under the supervision of the officer of the day. The personnel of an interior guard usually consists of an officer of the guard, a sergeant of the guard, three commanders of the relief, and privates of the guard (as many as prescribed).

Start as Private of the Guard

When you have made sufficient progress in your military training, you will be detailed as a private of the guard. Each time you serve a tour you will be given credit on the roster, and not have to do guard duty again until all the other men on your roster have taken their tours of duty.

A tour of duty lasts 24 hours. (In some organizations the guards are relieved from active guard duty during daylight hours so that they can continue their training or serve at other duties.) At the end of the tour a new guard relieves the old.

The guard is composed of three *reliefs*. A relief consists of a noncommissioned officer, designated as commander of the relief, and enough sentinels to man all posts of the guard at one time. The posts are numbered, and a sentinel is placed in charge of each post. Each relief serves for 2 hours and then rests for 4 hours while the other two reliefs are serving.

While you are on guard but not on post, do not remove your clothing or equipment or leave the immediate vicinity of the guardhouse without permission

of the sergeant, who is commander of the guard. An emergency might arise which would require your presence at once.

When you are posted as a sentinel of the guard, you represent your commanding officer. You are required to enforce his orders on and in the vicinity of your post. Military law and order and the security of persons and property under your charge rest upon you. Your responsibility as a sentinel of the guard is a grave one, for the safety of your organization depends on the way you watch while others rest. That is why sleeping on post and other improper actions by a sentinel are considered serious offenses and are punishable by court-martial.

Before you report for guard duty, be sure that your uniform and equipment are clean and in first-class condition. "Clean up and shine up" prior to going on guard.

Memorize Your Guard Orders

There are two types of guard orders—general and special orders. Before you are detailed for guard, you will be instructed in procedure. You may familiarize yourself with the many prescribed details of this duty by reading FM 26-5. Special orders apply to particular posts and duties. Special orders are posted in the guardhouse or guard tent for you to learn. Be familiar with the special orders pertaining to the post to which you are assigned before you go on duty.

You are required to memorize the *general orders*, as follows:

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 to the sentinel 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 line of duty.
8. To give the alarm in case of fire or disorder.
9. To call the commander of the relief 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.

Section V. YOUR HEALTH

Your body is one of your country's most valued military assets. Your physical self will receive more interest and care than will any weapon. You belong to a group whose physical condition is most carefully guarded.

Do Your Part

Remember—this is *group* protection. The Army can go just so far. Your personal health and welfare still depend upon your own good care and good sense.

The Army gives you periodic medical and dental examinations—but if you have a sore throat or a toothache, *you must take the first step* in correcting it by reporting it. The Army provides showers in your latrine—but it has to depend upon you to wash behind your own ears and to protect yourself against disease. The Army provides sound advice and efficient preventive medicine to keep you from contracting disease. It expects your own care and character to make the preventive medicine work.

Your body has certain defensive mechanisms for fighting disease. These mechanisms work best when you get plenty of rest, eat proper food, and avoid chilling and exposure to rain. Do not lower your resistance by needlessly abusing your body. Your natural resistance to certain diseases has been increased by the “shots” you have already received. Inoculations against various other diseases are available for use if needed. Remember that compliance with field sanitation measures reduces favorable germ-breeding conditions. Water purification units, bath units, and laundry units, as well as effective insecticides, are some of the many Army means provided for disease prevention.

Keeping physically fit is considered a duty in the Army. To this end, you must train yourself in regular and sensible habits of eating, exercising, eliminating, and resting. Combine a few simple habits of personal hygiene with your regular required Army routine, and almost certainly you will be healthier than you were as a civilian.

Sick call comes every day. Sick call is a formation held daily to enable you to receive medical examination and treatment quickly and conveniently when you

need it. You do not have to wait to be told to report for this formation. When you feel that you should see a doctor, report at the appointed time to your first sergeant, who will give you a sick slip. Then, you and the others on sick call will be sent to the dispensary for examination and minor treatments. Those needing further treatment will be admitted to the hospital; the rest will be returned to duty. In some cases, those who are not sufficiently ill to be sent to the hospital may be confined to their quarters for rest.

In an emergency you can get medical treatment without waiting for sick call. Have the first sergeant enter your name on the sick slip, and you will be sent directly to the dispensary without delay. If necessary, medical personnel will be called for you.

If you believe that you need eyeglasses, false teeth, arch supports for your shoes, etc., the first step is to report to sick call and consult with a medical officer.



Figure 45. If you feel ill, report for sick call.

Early Treatment is Essential

Any time you do not feel perfectly well, or believe that you have a disease of any kind, you should report on sick call. Don't wait to see whether the symptoms will get worse. Diseases are most readily spread in their early stages. Often before you feel really sick you may be a source of infection to your friends. Don't try to treat yourself. Nearly all medicines may be harmful in unskilled hands.

If you have a cold, headache, diarrhea (loose bowels), sore eyes, a body rash, or feel feverish, report on sick call immediately.

Cleanliness

No other single habit of hygiene is so important as keeping yourself clean. An unclean body is offensive to others. It also may be a source of disease to you as well as to your friends. Be considerate of your barracks mates as well as of yourself by observing these rules:

Keep your body clean. Take at least one shower a day when facilities permit. If bathing facilities are not available, scrub your body frequently with a wet cloth. When bathing, pay particular attention to your armpits, the parts between your legs, and your feet. Dry yourself carefully, particularly under your arms, between your toes, and in your crotch.

Hair should be short. Long hair is often unsanitary and a source of infestation. It can also get in the way at the wrong time, so the Army asks you to cut it short and keep it short.

Keep fingernails clean. Short fingernails are less likely to break and are easier to keep clean than are long ones.

Report irritations. If you should get athlete's foot, lice, or have a continued itching on your body or head, report on sick call. These things can be cured quickly and easily by your Army doctor. If you have



Figure 4b. Good health habits.

done your best to keep yourself clean, they will not be considered as a discredit to you.

Change clothing often. Change your underwear, socks, and shirts *at least* twice a week—more often when possible. When laundry facilities are limited, wash your own clothes. If water is not available, shake your clothing well and hang it in the sunlight for at least 2 hours.

Exercise

Most soldiers lead a physically rigorous life. Others, however, in administrative jobs or specialized crafts, find that they are subjected to more nerve strain than physical exertion. These men and women must remember that physical fitness can only be achieved through participation in physical exercise, supplemented, of course, by sufficient rest, recreation, good food, and by other sensible health practices.

The benefits of physical exercise under conditions of reasonable living habits are self-evident. You find that you not only can do more work, but you enjoy doing it. This enjoyment results from the lack of fatigue, and this, in turn, results from the large reserve of energy, which exceeds the demands of the work. An unpleasant task becomes less so to an individual who is physically fit.

The specific individual requirements are to—

Eliminate physical defects. Use the medical and dental facilities.

Get plenty of sleep. You should sleep at least 8 hours each night. If your job is particularly rigorous, you may require more sleep.

Rest and relax. Mental and emotional tensions use up a great deal of energy. Simply “let loose” of

yourself for a few minutes each day. Even a few minutes of complete relaxation, both physical and mental, will restore that energy.

Avoid overindulgence. Moderation in consumption of food and drink is essential to avoid becoming fat and easily fatigued.

Care for Teeth

Brush your teeth at least twice a day. One brushing should always be before going to bed. Brush the teeth on both the inside and outside, away from the gums and toward the cutting surfaces. Remove any particles that remain between the teeth with thread or floss that will not injure the gums. If your teeth ache or you discover a cavity, report on sick call.

Avoid Exposure

Stay away from any person who you know has a disease, or who you think might have a disease, unless it is your assigned duty to take care of him or her. Ask your friends to stay away from you when you think you are becoming ill.

These are some good rules to remember in maintaining the physical condition which is essential to a fighting man:

Eat properly and for the habit of having the bowels move regularly.

Drink plenty of water at intervals.

Change wet clothes and shoes for dry ones as quickly as possible.

Never borrow cups, pipes, or windblown musical instruments.

Don't borrow handkerchiefs, towels, shaving brushes, razors, combs.

Keep insects away from food and don't handle pets before eating.

When on KP, keep screens shut and garbage cans tightly closed.

Keep your barracks clean and report any vermin as soon as discovered.

Keep your living quarters ventilated, particularly at night.

Take salt as directed to avoid fatigue and heat prostration.

Get your regular sleep whenever possible.

The development of an adequate state of physical fitness is an individual and *personal* problem. No program can help you unless *you want to be fit*. For further details on personal hygiene and for instructions on health measures in the field, consult FM 21-10.

Eating for health. Physically, man is the product of what he eats. The Army exercises great care in making sure that the soldier is furnished adequate and nourishing food and that balanced menus are provided to keep him in good health. It is your responsibility to eat enough of the various food items to maintain your health and vigor. Proper variety in food is essential to your health. Every soldier should know the variety of foods necessary for his physical well-being. From the standpoint of nutrition, all foods can be divided into seven basic groups; the human body requires nutrition from each of these seven food groups:

Milk and milk products.

Leafy, green, and yellow vegetables.

Butter or fortified margarine.

Bread and other cereal products.

Meat, fish, poultry, and eggs.

Oranges, tomatoes, grapefruits, raw cabbages, and salad greens.

Potatoes and other vegetables and fruits.

When possible, you should eat foods from each of these seven food groups daily, to keep alert, healthy, and vigorous.

Section VI. FIRST AID

First aid is the temporary emergency measure which a soldier can carry out for himself or a companion in



STOP BLEEDING



**PROTECT WOUND
FROM INFECTION**



**PREVENT OR
TREAT SHOCK**

Figure 47. The three life-saving steps in first aid.

a case of sudden illness or accident before the services of medical personnel can be secured. Very often the only first aid necessary is to prevent further injury to the patient by well-meaning meddlers.

Care for an injured person to the best of your ability and send for medical personnel as soon as possible.

The three important steps in first aid are—

STOP BLEEDING.

PROTECT THE WOUND FROM INFECTION.

PREVENT OR TREAT SHOCK.

To be effective, first aid must be in time. Accomplish the three steps above as quickly as possible, but remember that *you must not panic* or work so fast that you make mistakes or upset the person you are trying to help.

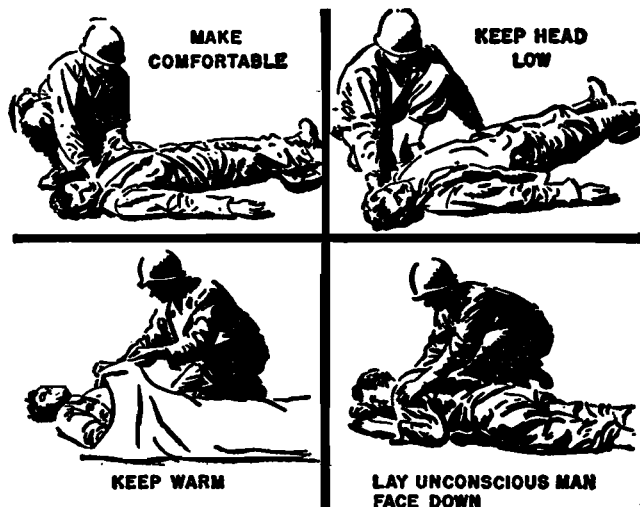


Figure 48. How to prevent or treat shock.

First Learn the "Don'ts"

People who want to be helpful can harm an injured person if they become excited and start doing things just to be doing something. Before you do anything at all for a patient, recall the following "don'ts":

Don't get excited. Your excitement may frighten the patient and it can easily lead you to do the wrong thing.

Don't move the patient until the extent of the injury is determined. If there are broken bones or internal injuries, moving the patient may cause complications.

Don't let the patient move. Keep him comfortably warm and lying comfortably, with his head level with his body. He may be suffering from shock, and shock can be fatal.



CLOSED FRACTURE



OPEN FRACTURE

Figure 49. Rough handling can change a closed fracture into an open fracture.

Don't give liquids to an unconscious patient. Liquids may enter the windpipe and strangle a person who cannot control his own reflexes. Don't give stimulants until directed to do so. In some cases, they may be exactly the wrong thing.

Don't revive an unconscious patient. Trying to bring him back to consciousness may aggravate shock.

Don't wash a wound. Let the medical aidman care for the wound when he arrives.

Don't attempt to "explore" a wound or remove blood clots or foreign matter; leave this for the medical officer.

Don't use iodine in or around the eyes or in a body cavity.

Don't do too much. When you have done everything you *know* to be right for the situation, *don't do anything more*. It's not fair to the patient to work off your own *excitement* by constantly annoying him with help which may be wrong. If the injury appears to be serious, don't take the patient to a hospital or dispensary; bring medical assistance to the patient.

Supplementary First Aid

The prime object of first aid is to accomplish the three steps discussed above. However, in doing so, keep in mind that other things will help the injured person.

Keep the Patient Comfortably Warm. Cover the patient well and be sure that he has something under him to prevent chilling by contact with the ground. Warmth is most important in preventing shock.

Loosen the Patient's Clothing. Remove or loosen clothing and straps or belts which might interfere with the patient's breathing or restrict his circulation.

Artificial Respiration Mouth-to-Mouth Breathing

When a person cannot breathe for himself because of electric shock, asphyxiation, or drowning, you may preserve a life if you do the following at once.

Remove the patient from the dangerous area first. If air passage is blocked, clear at once by striking victim sharply on back, by dislodging the obstruction with your fingers, or by drawing it out by suction.



① CLEAR MOUTH AND THROAT OF MUCUS, FOOD, OR FOREIGN MATTER.

Figure 50. The three steps of mouth-to-mouth artificial respiration.

Start insufflation immediately—The first several seconds are vitally important. Do not delay resuscitation to summon doctor or aid, transport victim, or give secondary aid.

Place victim on his back with neck fully extended (head back). A coat or pillow placed beneath his shoulders will help maintain this position. Elevate victim's jaw by inserting your thumb between his teeth, grasping the lower jaw, and lifting it forcefully upward until the lower teeth are higher than the upper teeth.



② TILT HEAD BACK, GRASP LOWER JAW AND LIFT.

Figure 50—Continued

Close victim's nose by pinching the nose between the finger and thumb (3, fig. 50).

Cover victim's mouth by placing your mouth completely over his with airtight contact (3, fig. 50).

Blow air into the victim's lungs until you see the chest rise; remove your mouth and let him exhale. If chest does not rise, check position



③ PINCH NOSTRILS, OPEN YOUR MOUTH WIDE, AND BLOW UNTIL CHEST RISES. LISTEN AND LOOK FOR SIGNS OF THROAT OBSTRUCTION OR CLOGGED AIR PASSAGE. REPEAT 10 TO 20 TIMES A MINUTE.

Figure 50—Continued

of his head and jaw (third and fourth steps); check for air passage obstructions.

Learn First Aid

You may be able at some time to save your own or another's life because of a knowledge of first aid. Time invested in reading manuals on the subject is well spent. Army publications on first aid are FM 8-50 and FM 21-11.

You will be given instruction in first aid during your training. Pay attention and learn everything that you can. Later on, there may be first aid courses available on a volunteer basis. You may never have to use your knowledge, but, if the time comes when you do need to know first aid, it may be a matter of life or death. It is excellent insurance to be prepared.

Section VII. PHYSICAL TRAINING

Military leaders have always recognized that soldiers do a much better job if they are in good physical condition. This applies to a soldier pounding a typewriter in the communications zone as well as to the rifleman fighting in the frontlines. Warfare is a grueling ordeal and makes many severe physical demands on individuals in all types of jobs. You may have to march long distances through rugged country with a full pack, weapons, and ammunition. You may be expected to fight upon arriving in the combat area at the conclusion of such a march. You may have to drive fast-moving tanks over rough terrain, to run and crawl long distances, to jump into and out of foxholes or trenches (some of which you may have dug), and to keep going for many hours without sleep or rest.

All these activities and many others require superbly conditioned troops.

The Importance of Physical Fitness

The importance of physical fitness has not decreased with the rise of mechanized warfare. Soldiers must still perform most of the arduous tasks that fighting men for thousands of years have had to do. The machines are no better than the men who operate them, and every improvement in our machines must be matched by an improvement in the quality and fitness of their operators. A close relationship exists between physical fitness and mental and emotional fitness. The rugged, tough, well-conditioned soldier has a feeling of fitness and self-confidence. He's a hard man to beat.

You can become or remain physically fit only through physical training. Long experience has shown that few men enter the Army physically fit for the arduous duties ahead of them. The softening influences of our modern civilization make the problem of conditioning men more difficult than ever. For these reasons, a good plan of physical training is a part of the Army's training program. It is the only way to prepare you for your strenuous duty in the Army and may actually be responsible some day for saving your life or the lives of your friends.

The old saying about "a sound mind in a sound body" is as true today as it ever was. Your mind works best if your body is healthy. As the condition of your body improves under physical training, you will find that you can work longer and still remain mentally alert. You will feel more like doing things that require both mental and physical activity. You won't mind the hard jobs because you won't tire as

easily. Your waistline will look trimmer; your chest expansion will be greater; and you will seldom be "out of wind." Small problems will be easier to solve, and the big ones won't look so big. Your self-confidence will increase, and you'll feel ready to tackle anything or anybody.

The Service Benefits

The service benefits through having the maximum number of men ready and willing to do their jobs every day. Fewer and fewer men report for sick call as the health of the outfit improves. The efficient use of manpower is improved. The overall strength and fighting ability of the Army increases as each individual's physical condition improves. Such an army is able to fight harder and to keep it up longer than a poorly conditioned enemy. Such an army has high morale, is vigorous, takes pride in its accomplishments, and wins.

The Army has developed exercises to improve your physical fitness. Some of these are strenuous, but their value has been proved through use. Athletics also are excellent for improving your physical condition. Detailed information on physical training can be found in FM 21-20 and TM 21-200.

You've heard the old saying that "a chain is no stronger than its weakest link." This is especially true in a military organization. In the offense the weakest section of an attacking company is stopped first. In the defense, the enemy probes your position until he finds the weakest section; then he hits your weak spot with everything he has. The only answer is to strengthen your whole outfit until it has no weak spots. Physical training is a means of strengthening

and conditioning your body so that it will have no weak spots.

When you have strengthened your weak spots, the next step is to get everyone working together. Everyone on the team must help his teammates toward the common goal. The combination of a group of well-conditioned men working with each other will produce victory whether on the playing field, in the office, or in battle.

Team Sports

Athletics, besides being fun, help you to become a better soldier and to develop many military skills and characteristics. One of the most important of these is the ability to think and act quickly and effectively under pressure. Participation in team sports in your outfit is one of the best and quickest ways to makes friends.

In team play, you and your comrades will develop a team spirit that will carry over into your military duties. In the Army you will have the chance to participate in nearly every sport. Play in as many as you can and learn the fine points of each of the games. You will enjoy the games more, and you will be a better player—and a better soldier—for it.

Section VIII. COMMUNICATIONS

History Speaks

In the Waterloo campaign, where Napoleon was finally beaten, Napoleon defeated the Prussians under Blucher at Ligny; he then threw his main force against the English under Wellington, leaving Grouchy to keep Blucher from joining Wellington. Grouchy was un-

able to hold Blucher, who slipped away to join Wellington at Waterloo. At 1 o'clock on the afternoon of the battle, Napoleon sent Grouchy an order to rejoin the main Army immediately and to crush Bulow on the way. Bulow's corps was attacking the French right flank.

Napoleon's important order failed to reach Grouchy until 6 o'clock in the evening and by then it was too late; Napoleon had lost the battle. The failure of rapid communications between Napoleon and Grouchy at the critical moment in the battle played an important part in the French defeat.

At Gettysburg, in the Civil War, Lee's loss of communications with Stuart's cavalry left Lee without the "eyes" of his army. As a result, Lee did not know what the Federal forces were doing until the eve of the battle. History is full of such examples which prove the extreme importance of communications.

Modern War

In battle today, the use of machineguns, high explosive projectiles, and nuclear weapons has forced the infantry and artillery to spread out in dispersed formations. Even the infantry platoon and company commanders can seldom see all of their men, let alone talk or shout to them. The use of motor vehicles and airplanes has increased the distances at which soldiers can operate from their commanders. These vehicles have also increased the speed of modern warfare and decreased the time required for jobs to be done.

The commander must keep himself fully informed of the progress of the battle, make his wishes known to his men, and direct their attacks toward the enemy's

weak points. He can take advantage of unforeseen successes or reinforce the line if some of his men are unable to advance. But he can do these things only if he knows what is happening, and he can *know* only if he has a good system of communications.

Messengers

The basic means of communications in the smaller units of the ground forces is still the messenger. He may travel on foot and be relatively slow, but he is reliable and the enemy's chances of intercepting the message are poor. Using motor vehicles, airplanes, and even boats, messengers can increase their speed and distances covered. Carrier pigeons and war dogs served the Army well during the past. The services of these animals were invaluable when other means of communications were not available.

Sound Signals

Sound is used as a means of communications when the distance is not too great and when immediate communications with large numbers of personnel is necessary. The bugle is probably the most familiar means of sound communications used in the Army. The bugle was important on the battlefield in earlier days, but it is now used chiefly in ceremonies. The whistle is often used to control troops who are out of voice range. The bell, horn, and siren are widely used as alarms for such emergencies as air raids and CBR (see page 257) attacks.

Visual Signals

Colored lights, flags, smoke, flares, and panels are widely used in modern warfare for signaling. Colored

lights are used on all military aircraft and in controlling traffic on landing fields. The artillery fires colored smoke and white phosphorus shells to point out enemy locations. Panels are used widely for the



Figure 51. A hand-held radio.



Figure 52. A man-packed radio.

identification of ground forces by air forces; vehicles operating with advanced columns generally carry colored panels to identify them to friendly aircraft.

Electrical Signals

The "work horses" of Army communications are the radio, telephone, and teletypewriter. The telegraph was first used in the Civil War. The field telephone was extensively used for the first time during World War I. Today telephones and teletypewriters can be connected through switchboards which make possible battlefield communications comparable to that provided in our civilian communities.

Radio was tried during World War I but was only moderately successful. During World War II, radio came into its own. Failure of radio communications



Figure 53. A vehicular mounted radio.

became the exception rather than the rule. Voice-transmission radios outnumbered all other types. Planes in flight were in communication with ships on the surface of the sea and also with armored vehicles on land. In the Pacific, island bases could keep in close touch with other bases and with higher headquarters over thousands of miles of ocean. Many



Figure 54. An Army switchboard.

types of radios have been produced to meet the needs of the various branches of the Army.

Every soldier should avoid damaging or breaking wire lines of friendly forces. If you break a wire line, mark the area of the break and notify your immediate superior. Only qualified personnel should repair wire lines.

Signal communication is treated in detail in field and technical manuals of the 11- and 24-series.

Intelligence and Counterintelligence Responsibilities

From the day a man dons the uniform of the United States Army, his intelligence and counterintelligence responsibilities begin and become inseparable from his everyday life, both on and off duty. Intelligence is defined basically as information about the enemy or potential enemy.

You must always be on the alert for any information or activity which might be of interest to your unit or the Army intelligence agencies. This requires that you train yourself to see and to remember *who, what, where, when, and how many*. Information such as this should be reported to your immediate superior. As an individual soldier, you are the eyes and the ears of the Army. You and the other soldiers like you, make up the military establishment's largest intelligence collecting agency. For more specific guidance on this subject, see DA Pamphlet 21-81.

Your basic counterintelligence responsibility is to keep information about yourself, your unit, and any other military information you might have, from falling into unauthorized hands. The enemy may have intelligence agents posing as friendly civilians in any area. It is your duty to discuss military information

only with persons whom you have properly identified and then only on a need-to-know basis.

Military information should not be discussed in clubs, bars, and other public places, or over non-military telephones, even with authorized persons. You will learn later in your training that certain military information may not be discussed even over military telephones. Do not decide for yourself that certain information can be discussed with unauthorized persons. Bits of information, however unimportant they might seem to you, might be the missing link the enemy needs to complete their intelligence. More information on counterintelligence can be found in DA Pamphlet 355-15, Enemy Agents and You.

Section IX. MAP AND AERIAL PHOTOGRAPH READING

Why Learn?

In civilian life, it is possible for a stranger to find his way around a large city or town merely by asking directions. Any policemen or friendly native of the town can supply enough information so that the stranger can locate the street or building he wants. He may have to overcome a few wrong directions thrown in with the right one, but he can easily find his way.

In war an army often finds itself in strange country, but often it does not find friendly people everywhere, ready and able to help it find its way. As a soldier in the Army, you will have to ask directions like any other stranger, but you will ask your map. Your map has all the answers if you are able to read it, and, if you can read it, it is one of your best "friends."



Figure 55. View from ground level.



Figure 56. View from directly overhead.

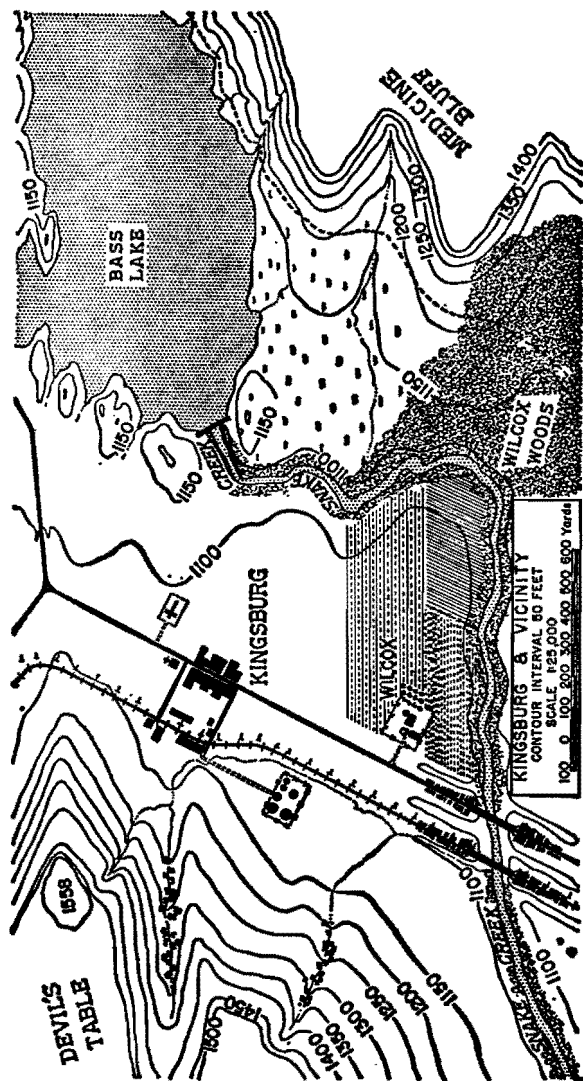


Figure 57. A map.

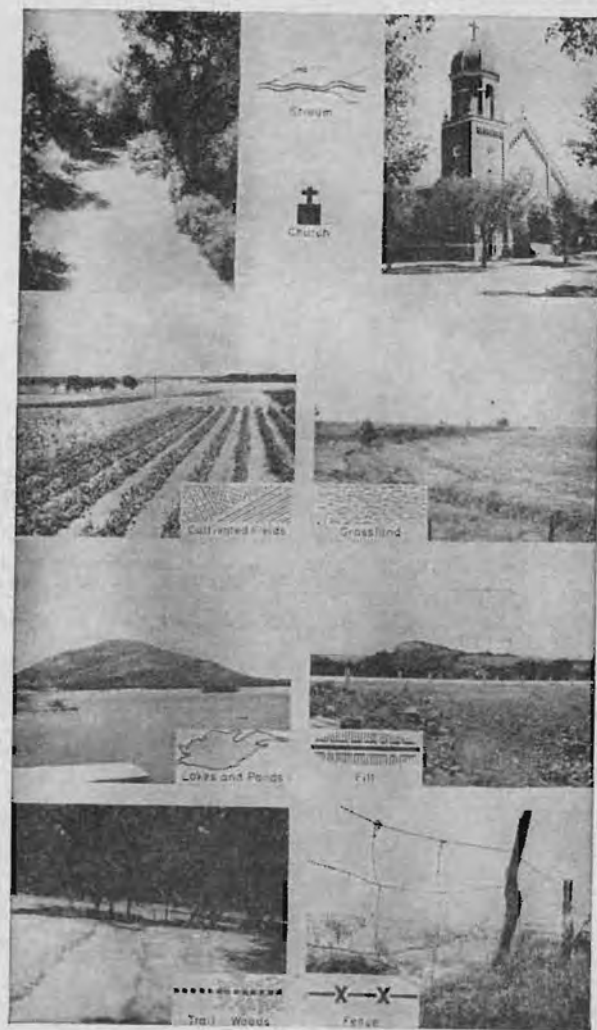
When you are on patrol, you and your detail are on your own. At times, you may be entirely alone, and a map will be your most valuable guide. Reports from men in combat show that every man must know how to read and use a map if he wants to stay alive and keep his outfit safe. The language of a map is simple and clear. You will use it often in the Army, sometimes when you are in a tight spot. You must learn to use it correctly.

What is a Map?

A map pictures a section of the earth's surface and the things men have built upon it. Instead of showing the landscape from ground level (fig. 55) as you ordinarily see things, the map gives a view from directly overhead (fig. 56). Remember that the map is a picture, but it is not a photograph. It is a drawing in ink on paper and makes use of symbols instead of photographs of objects. Figure 57 is a map of the foreground shown in figures 55 and 56.

Symbols

On a map there are symbols which stand for things on the ground. To read a map you must learn what these symbols mean. The symbols on the maps that you will use can be divided into two main groups: *military* symbols and *topographic* symbols. In general, military symbols designate military units, activities, and installations, while topographic symbols show natural and manmade, nonmilitary objects. Some of the more common symbols are shown in figure 58. Detailed instructions on the use and construction of map symbols are to be found in FM 21-30, Military Symbols, and FM 21-31, Topographic Symbols. You



1

Figure 58. Map symbols.



2

Figure 58. Map symbols—Continued.

will find these manuals in your dayroom or orderly room.

Aerial Photographs and Photomaps

A topographic map is a line drawing of the land, showing objects and features by exaggerated conventional symbols. An aerial photograph or photomap is an actual picture of the earth's surface which shows it as it appears from the air. While aerial photos are inferior to topographic maps in that important military features emphasized on a map may be obscured by other detail and relative relief is not apparent, they do have a wealth of detail which no map can equal and—most important, they are up to date.

The present day art of making accurate maps is a complicated one. In your training you probably won't be taught the complicated techniques which are used, but you will learn the meaning and use of grids, scales, contour lines, overlays, register marks, and azimuths. In addition to the manuals on symbols which are mentioned above, the basic Army manual on map and aerial photograph reading is FM 21-26.

Section X. MARCHING

How the Army Moves

As a soldier, you can expect to travel. The Army makes use of the same facilities for travel that civilian agencies do. For tactical moves, the Army usually uses motor vehicles in convoy or marches by foot. For long moves overland, troops are ordinarily moved by rail or air. You will normally go overseas by ship, but airplanes may be used if speed is essential. Any or all of these means of travel may be used to transport

you into combat. It all depends on when and where you are needed.

Why Does the Army March?

Marches are engaged in because the necessary transport is more urgently needed in other tasks than for moving troops, because the terrain prevents the use of motor transport, or because marching promotes physical conditioning.

To win a battle, troops must arrive on the battlefield at a certain time, in good physical condition, and ready to fight. Men who have fought in wars will tell you that there is nothing they would have traded for the physical conditioning and hardening they received in training. Being able to march all night and fight all day is sometimes the margin between victory and defeat—between life and death. You will find, therefore, that training in foot marches is emphasized during your basic training.

The manual on this subject is FM 21-18. As it will teach you, there is much more to marching than striding across a parade ground. While all foot marching follows the same basic principles, there are differences in the application of these principles caused by terrain and weather. The Army has worked out special techniques, for example, to cover desert marches, as opposed to the types of marching that you may do in tropical or arctic regions.

Care of the Feet

Proper care of the feet is a "must." Here are three things you should remember:

Make sure your shoes fit properly. Break in new

shoes or boots before wearing them on long marches.

Keep your feet clean, dry, powdered, and take care of any injuries promptly.

Make sure your socks fit. Change socks daily, or more often if they get wet.

Getting Ready to March

If your outfit is to make a march the next day, there are several things that you should do the evening before:

Fill your canteen with fresh water, since you may not have time for this in the morning.

Check your personal equipment to see that you have all the articles necessary for personal cleanliness and for keeping your clothing in repair. These should include towel, soap, pocket comb, small mirror, needles, thread, safety pins, and spare buttons and may include toothbrush and shaving equipment.

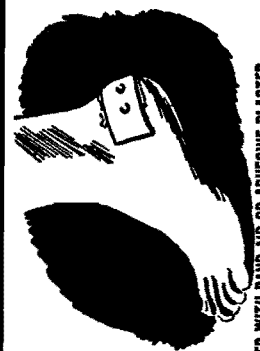
See that you have at least two pairs of woolen socks without holes or mends. Choose shoes or boots that fit comfortably, are in good repair, and are well broken in.

If you are in the field, dispose of any trash or debris that may have collected in or around your tent area before dark. This will save time and effort in the morning, especially if the plan is to break camp before daylight. In the Army, each unit takes pride in always leaving a camp site in better condition than it was when the unit moved in.

Prepare and assemble your pack or bag.



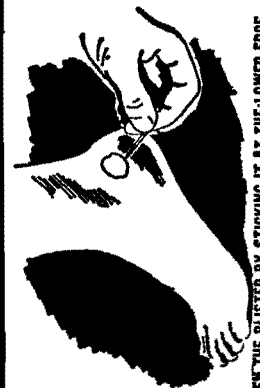
b. STERILIZE A NEEDLE BY HEATING IT IN A FLAME.



d. COVER WITH BAND-AID OR ADHESIVE PLASTER.



c. WASH THE BLISTER WITH SOAP AND WATER.



e. OPEN THE BLISTER BY STICKING IT AT THE LOWER EDGE.

Figure 59. Care of blisters.

In the Morning

On the morning of the march, turn out promptly at the first call for reveille. Perform your toilet and assemble your pack. Eat your breakfast, and wash and pack your mess kit. After breakfast you will be allowed 10 or 15 minutes to relieve yourself and complete your pack and roll. You may be detailed to help in packing the kitchen, filling the sump and latrines, or cleaning the camp area. Know your duties and do them promptly and quietly without confusion or noise.

At assembly, fall in fully equipped for marching. One of the indications of a well-trained organization is the absence of noise and confusion when starting a march. When you are close to the enemy, it will be necessary to maintain quiet for your own protection. A practice march in peacetime should include maintaining quiet as one part of the training.

During the March

Water requirements will vary. On long marches during hot, humid weather, as much as 5 gallons of water per man may be needed for drinking and cooking. Drink small amounts of water at frequent intervals whether you are thirsty or not, but drink only enough to quench your thirst. Drinking too much water too fast can result in cramps and nausea, even though the body needs the water at that time. It is better to drink small amounts frequently than to drink a large amount at one time. *Drink only water that has been approved by your commanding officer.*

For a few days after changing from temperate to tropical or subtropical climates, perspiration leads to

a loss of considerable amounts of salt in addition to water. After one's body becomes conditioned to tropical heat, this excess loss of salt through sweating is overcome. After sudden change to a hot climate, an increase in water intake by mouth requires an increase of salt intake also. When the amount of salt in the diet is not adequate to replace the loss of salt by sweating, one may safely increase salt intake by adding one-fourth teaspoonful of table salt, or two standard (10 grain) salt tablets, to a canteen of water. Do not take either additional salt tablets or table salt unless you have sufficient water in which to dissolve that salt. After the first few days of exceedingly hot weather, the requirement for extra salt in the diet usually ceases to exist.

Avoid eating sweets because they will increase your desire for water. When you have been issued a meal to carry with you, do not eat it until the proper time.

Halts are usually made at regular intervals. A halt of 15 minutes is usually made at the end of the first 45 minutes of marching. After the first halt, the column will usually halt for 10 minutes each hour. Halts are for the purpose of permitting you to relieve yourself, adjust your equipment, inspect your feet and foot gear, and to rest. Attend to these things promptly. Do not wait until your outfit is ready to march again.

Move quickly to the side of the road on which you have been marching, unless you are told to do otherwise. After you have adjusted your equipment, rest as much as possible during the remainder of the halt. Do not stand or wander about. If the ground is dry, remove your pack and stretch out at full length in as comfortable a position as possible, preferably with your feet higher than your hips.

The next best way is to sit down using a tree, fence, or embankment as a back rest. Never sit or lie on wet ground. If you find it necessary to relieve yourself, dig a small pit and fill it immediately after use.

If you become sick or unable to continue the march, do not fall out until you receive permission from an officer. After receiving permission, wait beside the road for the medical aidman, who marches at the rear of the column. Your outfit will take great pride in the fact that no one has had to fall out.

If you have made the proper preparations with respect to your shoes and socks, and do not eat or drink too much, you will have no difficulties with the average march.

Remember the civilians will judge your outfit and the whole Army by the conduct and appearance of you and your fellow soldiers. This is especially true when you are on the march. Avoid using profane or obscene language or making remarks to civilians. When you do this, you are not only proving that you are lacking in military discipline, but you are causing your organization to be considered poorly trained. This is unfair to the other men in your outfit. Do not enter private property without permission; do not take fruit or vegetables from orchards and gardens. These are serious offenses.

Military police are stationed at critical places to assist in troop movements. They wear a blue arm band with the letters "MP" in white. They know which roads are safe for you to march on and at what hours you may use the roads. They are there to help and protect you, and their instructions and orders must be obeyed. Foot troops usually keep to the right of the road, leaving the left free for other traffic. For

better concealment from aerial observation, or for other reasons, you may be ordered to march on the left of the road, keeping the right free for traffic. On certain occasions, your unit may march on both sides of the road, leaving the middle clear.

Section XI. COMBAT TRAINING

The Fighting Man

Your job in the Army is to be ready to do your duty when your country needs you. You may be a rifleman, truck driver, or clerk; you may be in any branch of the Service. Regardless of your assignment, you as a soldier must be prepared to fight. You will probably not be sent out to fight by yourself, but rather you will be cooperating with other soldiers under your unit leader. Experience has shown that men working together as a team have increased confidence and efficiency because each protects and assists the others. However, you must be able to withstand successfully without assistance the excessive pressure imposed on you by enemy infiltration tactics and guerrilla warfare if an emergency condition develops.

You must learn to move quickly and quietly over various types of terrain by day and by night. In combat you may frequently be required to move close to or within the enemy's position. To do this, you must be highly skilled in moving silently and in taking advantage of cover and concealment. You must be able to find your way across strange terrain by using a map and compass. Your eyes must be trained to see in daylight and at night. You must develop patience. You must know what to look for and how to report it promptly and accurately. You must learn how to cap-

ture, how to kill, and how to stay alive. Learn your combat lesson so well that doing the right thing becomes habitual; then when you go into combat you will perform automatically and correctly.

In this phase of your training, you will learn active and passive measures to take for your own protection; you will learn how to go out on patrol and collect information; and you will gain confidence in yourself as a soldier who has learned to take care of himself under any circumstance.

The Three Principal Tasks

You will find that there are three principal tasks that are performed in all types of offensive combat and these are followed whether performed by a squad or by several armies working together. They are—locating and holding the enemy in position; maneuvering against him to gain an advantage over him; and at the decisive time, delivering an overwhelming attack which destroys him. These basic combat principles are sometimes called “the Four F’s of Fighting”: *Find'em*, *Fix'em*, *Fight'em*, and *Finish'em*.

Find

You can't fight an enemy if you don't know where he is. When you are sent on reconnaissance, you will be expected to find out all you can about the enemy, where he is, what weapons he has, his strength in men and equipment, and where the strongest and weakest parts of his defenses are. You want to know whether he is in woods, gullies, trenches, or in the open; whether he is on top of hills, astride roads, or behind streams; and what concealment your unit might use in attacking him. Your unit commander may already

have part or even all of this information. He still needs reconnaissance to fill in or verify any information he has, so he can plan the attack more efficiently and effectively. The better your reconnaissance, the fewer lives and less time will be lost in taking your unit's objective.

Fix

After you have found the enemy you have to *fix'em*. You must keep him pinned down by your firepower so he can't fire well-aimed shots at you. You *fix'em* by blasting him with all available weapons; then, while part of your unit advances against the enemy's position, the rest of your unit keeps the enemy fixed by use of all available or necessary firepower.

If your job is to fire supporting fires, instead of to fight the enemy directly, you may not even get to see the enemy. Most of the time he is too well hidden or too far away. You may be aiming at a puff of smoke, a building, a tree, or a hilltop. Your unit leader may sometimes tell you your target, as well as when and how fast you should fire. Even though you may not see the enemy, your supporting fire pins the enemy down and enables your team to advance.

Fight

When you have the enemy fixed, keep them fixed; it makes it easier to *fight'em*. The enemy is kept pinned down by supporting fires while your platoon crosses the line of departure, or “jumping-off place,” and moves toward the assault line from which it will close with the enemy. When you are under fire or near the enemy, your unit moves in small groups, or by individuals, and tries as much as possible to keep

all movements hidden from the enemy. You do this by taking advantage of hidden routes, ravines, clumps of trees, shaded places, and other aids to concealment and by moving rapidly across open spaces. While moving up, you must be constantly on the alert against enemy resistance that must be wiped out as soon as possible to avoid delay in reaching your goal. Your unit's firepower, if massed quickly enough, can often beat down groups of enemy attackers. If it doesn't, you must use fire *and* maneuver—part of your unit fixes the enemy by firepower while the rest of your unit maneuvers towards the objective. If your leader wants supporting fire, he knows what weapons are supporting him, what their capabilities are, and how to get their fires on the target as soon as possible.

When you have moved in close to the objective, your leader has the supporting fire shifted so it will not endanger your own unit.

Finish

There is no use in taking your objective unless you put all enemy soldiers out of action, either by killing or capturing them, so that you will never have to fight these same enemy soldiers again. To *finish'em* you use the *shock action of an assault*. This is the final blow to knock out the enemy and have him choose between surrender or destruction. To capture an objective, your riflemen use their own firepower to help keep the enemy fixed during the assault. Then you move on to your goal, deployed in line delivering assault fire.

After the objective has been taken and the enemy put out of action, your unit prepares to defend the new position against enemy counterattack and your unit leader reorganizes his team so you will be ready to act

immediately on any further orders which you may receive.

Don't forget these four steps:

Find'em with reconnaissance.

Fix'em with firepower.

Fight'em with firepower plus maneuver.

Finish'em by putting them out of the fight for good.

Your basic manual is FM 21-75, "Combat Training of the Individual Soldier and Patrolling."

Section XII. PROTECTION AGAINST CHEMICAL, BIOLOGICAL, AND RADIOLOGICAL (NUCLEAR) ATTACK

What is CBR?

Chemical, biological, and radiological (CBR) operations is not a separate form of warfare. It is an additional factor to be considered along with the other methods of waging war. To personnel who are uninformed, CBR operations may seem a fearsome means of waging war because its use can cause a large number of casualties to unprotected troops. You will be taught not only how to protect yourself against the various forms of CBR operations but also how to continue to accomplish your assigned mission during the employment of CBR operations.

Chemical

Very practical defenses against toxic chemical agent attack have been developed by the United States Army. These defense measures are easily learned by the individual soldier. Your training in this subject will

make you familiar with this type of attack; at the same time, you will gain self-assurance in your ability to defend yourself. You need not fear toxic chemical agents once you have learned how to use the protective mask and other equipment furnished you by the Army.

You will be taught self-protective measures during a series of situations in which actual gases or simulated agents are used. You will be taught to perform your assigned combat missions even though you are being subjected to toxic chemical attack. Every unit has officers and noncommissioned officers specially trained in CBR defense. It is their duty to see that you are properly trained and that your protective equipment is in good working condition. They will hold drills from time to time to refresh your memory.

Biological

An alert military organization and you, as an alert soldier, must be prepared for the possibility that the enemy might use biological agents against man, animals, or crops. A biological agent attack might be made on the fighting front or against the home front; it might occur as a sneak attack before hostilities or after the start of a war. The biological agents might be spread by military weapons or by sabotage. The Army is ready with plans and a trained organization to detect any such enemy move and to protect military and civilian personnel against its consequences.

The appearance of certain clues may warn you or cause you to suspect a biological agent attack. You can assist in the detection of an attack by reporting to your immediate superior the location of any of the following suspicious items or circumstances:

New and unusual types of shells or bombs, particularly those which burst with little or no blast.

Enemy aircraft dropping unidentified material or spraying unknown substances.

Smoke or mist of unknown source or nature.

Unusual substances on the ground or on vegetation and any unexplained breakable containers lying around.

An increase in the number of dead animals in the area, especially if the cause of death is not apparent.

An unusual or unexplained increase in the number of insects, such as mosquitoes, fleas, or ticks.

The use of any weapon not seeming to have any immediate casualty effect.



Figure 60. Nuclear underwater burst.

Collection of samples for investigation will be left to specially trained personnel. Actual confirmation that a biological agent attack has been launched will be made by the commander after the Army Medical Service has made an investigation.

EFFECTS <i>of a</i> NUCLEAR BURST		
BLAST	SUDDEN SHOCK	Shock pressure from burst is not enough to kill. Flying objects and falling debris cause almost all injuries. Keep down, close to shelter.
	1 FLASH HEAT	Bare skin can be burned at great distances from explosion. Your clothes or any other material which will cast a shadow gives protection. Keep minimum amount of skin area exposed.
HEAT	2 FIRES	Flash heat starts forest and brush fires. Fuel and short-circuits start others. Fight these fires in the normal manner.
	1 INITIAL NUCLEAR RADIATION	Most radiation occurs in the first minute after explosion. By the time objects have stopped falling, there is no danger from initial nuclear radiation. In most cases, if you are not wounded or burned, you need not worry about initial nuclear radiation.
	2 FALLOUT	From an air burst*, it is not dangerous. If fallout follows another kind of burst*, you will be told what to do.
NUCLEAR RADIATION		

Figure 61. Nuclear burst effects.

Radiological (Nuclear)

You will receive training in both the offensive and defensive aspects of nuclear warfare. The three major effects of nuclear explosion are blast, heat, and nuclear radiation. Defensive measures that you take to pro-

INDIVIDUAL ACTION <i>to protect against</i> a NUCLEAR BURST		
BEFORE BURST	If ALERT is sounded, follow unit SOP. If warned before explosion, pick strongest you can find in a hurry. Underground shelters, basements, deep foxholes, and tanks give good protection.	
DURING AND AFTER BURST	1 TAKE COVER	If you see BRILLIANT LIGHT brighter than sunlight, DIVE FAST to put something (dirt, tree, wall) between you and explosion. FALL FLAT on ground, face down, if you cannot reach shelter in 1 step. CLOSE EYES. Keep head covered. Protect FACE and HANDS. Stay until blast effect is over or until heavy material has stopped falling.
	2 STAY CALM	Be ready for orders and instructions. Help your leaders to re-form your unit. Your life and your unit depend on your doing the right thing at the right time.
	3 CONTINUE MISSION	The nuclear burst is only one part of the enemy's plan. Be ready for more to come. Expect an enemy attack after an explosion near your position. Be prepared to attack following an explosion on enemy positions.
*Air burst: weapon explodes in air. Surface (at ground level) or subsurface (below ground level) bursts reduce blast and heat effects but increase fallout.		

Figure 62. Individual action.

tect yourself from blast and heat effects usually will go a long way toward protecting you from nuclear radiation. Figure 61 shows the effects of nuclear burst.

By testing and research, we have learned the effects of nuclear explosions. By taking the necessary precautions, we can not only live through nuclear explosion, but can fully exploit its use. Figure 62 shows the individual action to be taken in the event of nuclear burst.

You have been or will be issued a pocket-size card titled "Things To Do Under Atomic, Biological, or Chemical Attack." Learn the information contained in this card so well that it becomes second nature for you to perform the actions outlined therein. In the event of any attack stay calm and act quickly. By doing so you will have the best chance of surviving.

Your basic manual on CBR warfare is FM 21-41, "Soldier's Handbook for Nuclear, Biological, and Chemical Warfare."

Section XIII. YOUR EQUIPMENT AND WEAPONS

Issue

You will be doing business with the supply sergeant as long as you are in the Army. One of the first things you did after becoming a soldier was to draw your personal clothing and equipment. Items of equipment are *issued* by several methods. Those things which you are expected to need permanently are issued to you and a record of issue is entered on a form which records your clothing and a number of items of basic equipment. After you initial this form, you are responsible for the items entered thereon.

When you have a temporary need for an item, it

may be issued to you on a hand receipt. This is similar to an IOU and after it is signed by you, you are responsible for that item of equipment. Other methods of issue are used, but the two already mentioned are used the most.

Responsibility for property means that you must have the item and that you must keep it in good condition. Therefore, you must make sure that you do not lose any item or allow it to become damaged in any way. If the item is lost or damaged, you may have to pay for its replacement or repair.

Care

No item of equipment which you are issued belongs to you. Even if you have paid for the replacement of an item and later find the lost item, it is not yours. All equipment is loaned to you by the Government. Therefore, you must take care of it just as you would take care of something you borrowed from a neighbor.

More important, if you let some item become damaged, it may fail when you need it. A rifle which has not been cleaned properly may fail to fire when an enemy is attacking you. An improperly cleaned rifle may even blow up and injure you. A dirty or torn sleeping bag will not keep you warm while sleeping out in the cold.

Each major item of equipment has a technical manual (TM) written especially to describe, among other things, the proper care and maintenance of that item. The care and maintenance of other items are covered in various manuals, the most important of which is FM 21-15.

One method of preventing the loss of your equipment is to mark that equipment. Do not, however, get out

a paint brush and start putting your name all over everything you have. There are very strict rules about the marking of your equipment. There is probably an information sheet on your unit bulletin board explaining how to mark each item which is to be marked. Marking of equipment is covered in detail in AR 746-10.

Supply Economy

Supply economy is the conservation of material by every person in the Armed Forces. Maintaining the Armed Forces costs money. When several million persons are involved, small savings count. Remember we talked about supply economy earlier in chapter 5, section II?

Weapons

The United States Army has placed the emphasis in military preparedness on *quality* rather than *quantity*. Research and development programs are continually in the process of improving your weapons. Each weapon which you use is the best that can be manufactured. In order to get the most out of these weapons, you must know how to operate and take care of them. A field manual is written about each weapon, explaining how to use and care for that weapon. Make it your business to obtain the appropriate manual and study it thoroughly.

Your Weapons are the Best

You are the best armed soldier in the world. Comparison of your arms with those of other countries proves that the manufacturing capacity of the United States has produced, and will continue to produce,

weapons and machines that are better in almost all cases than those of any other country.

You are Responsible

The weapons that are issued to you are the property of the United States. They are entrusted to your care for your use during your service in the Army. Your officers and noncommissioned officers will show you how to handle and care for your arms, but *you are responsible that they are cared for properly*. This is an important military duty, and proper performance of this duty may save your life.

From time to time your company commander will hold inspections and carefully check your weapons to see that you are taking proper care of them. He will see whether they are clean and in condition for immediate service. A little attention each day to the care and cleaning of your equipment will save you time and effort in preparing for inspections. If you lose, damage, or destroy your weapons through your own carelessness, the Government will require you to pay for them.

Handle With Care

Each soldier must handle weapons even though he may never have handled them before entering the Army. Whether you are an old hand or a novice—*handle them with care. These weapons are made to kill.*

Never point a weapon (even a toy) at someone unless you intend to kill.

Consider every weapon to be loaded until you have examined it and proven it to be unloaded.

Never keep ammunition among your personal effects. Turn it in to the supply sergeant.

Never leave a patch, plug, or other obstruction in the bore.

Remember that one moment of carelessness may cost your life or the life of a friend.

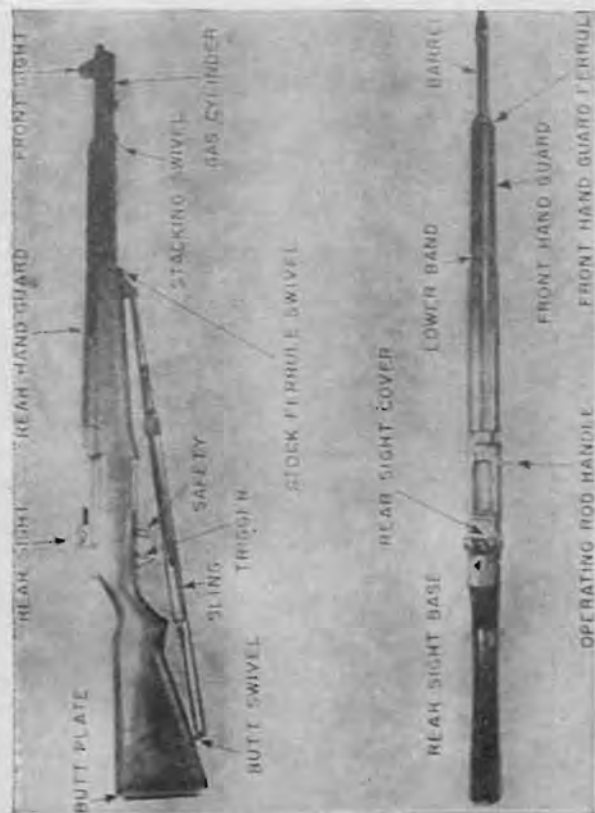


Figure 63. The U. S. rifle, caliber .30, M1.



Figure 64. The U. S. carbine, caliber .30, M2.



Figure 65. The automatic pistol, caliber .45.



Figure 66. The Browning automatic rifle, caliber .30, M1918A2.



Figure 67. The fragmentation hand grenade M26A1.



Figure 68. The high explosive antitank rifle grenade M31.



Figure 69. The 3.5-inch rocket launcher M20A1B1.



Figure 70. The portable flame thrower M2A1-7.



Figure 71. The Browning machine gun, caliber .50.

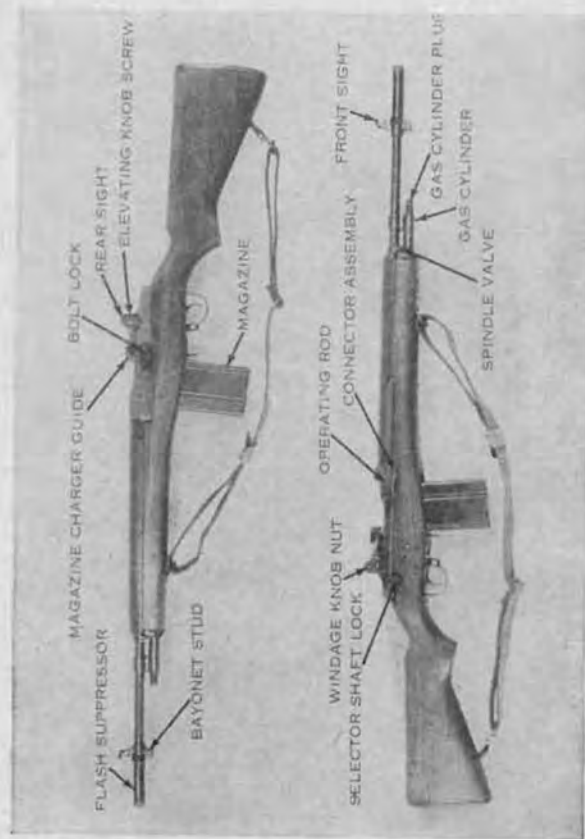


Figure 72. The U. S. rifle, caliber 7.62-mm, M14.



Figure 73. The 4.2-inch mortar M30, with mount M24A1.

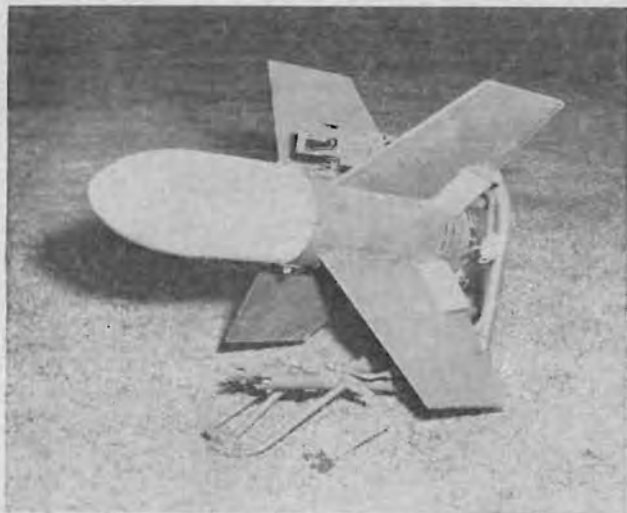


Figure 74. The SS-10 guided missile.



Figure 75. The 106-mm rifle mounted on 1/4-ton truck.



Figure 76. The 90-mm full-tracked, self-propelled gun M56.



Figure 77. The self-propelled twin 40-mm gun M42, duster.



Figure 78. REDEYE, a man-transportable, shoulder-launched guided missile.

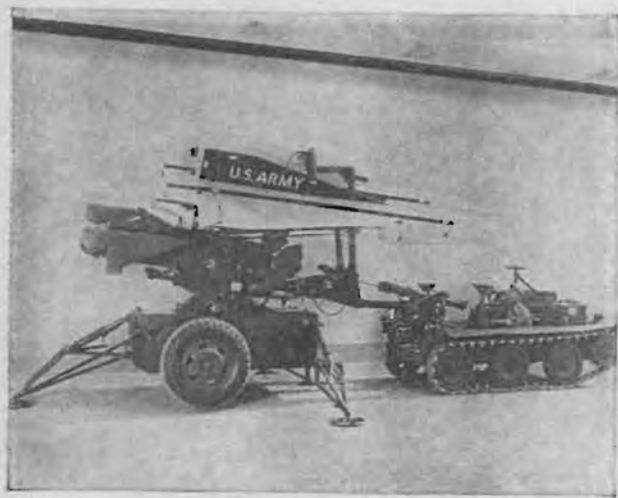


Figure 79. The HAWK (Homing All the Way Killer) system is designed to cope with high-speed, low-altitude targets.

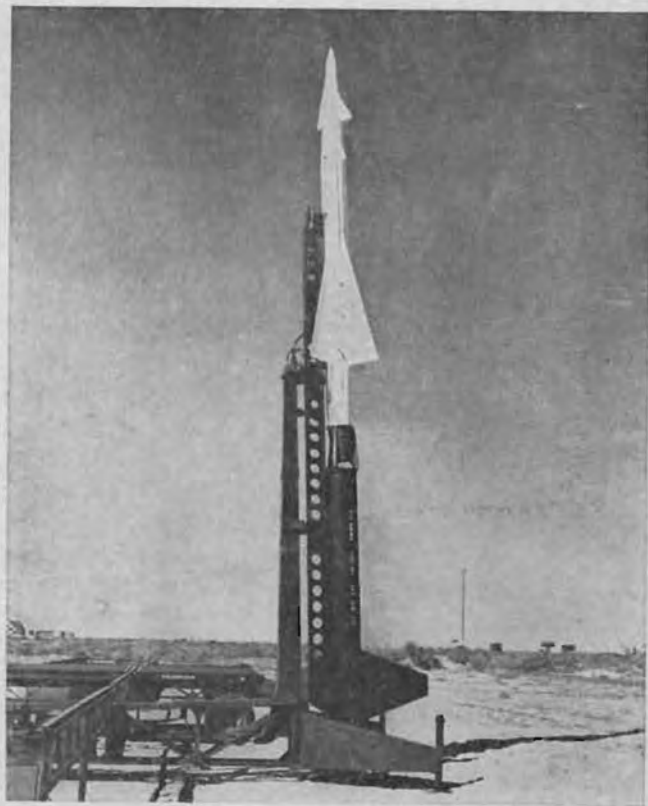


Figure 80. The NIKE-AJAX, first of the Army's family of NIKE air defense missiles. AJAX can destroy any known operational aircraft.

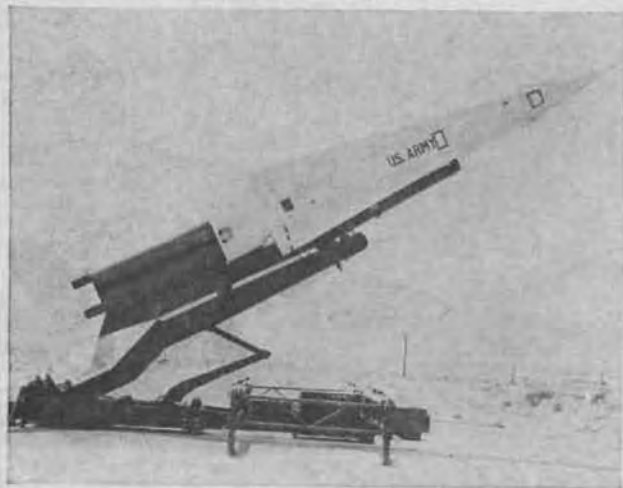


Figure 81. The NIKE-HERCULES.



Figure 82. The NIKE-ZEUS, the Army's antimissile missile.



Figure 83. The 105-mm howitzer M2A2 (towed).



Figure 84. 105-mm howitzer, self-propelled M52A1.



Figure 85. The 155-mm howitzer M1A2.



Figure 87. The 8-inch howitzer M2A1.



Figure 86. The 155-mm howitzer self-propelled, M44A1.



Figure 88. The 8-inch howitzer, self-propelled, M55.



Figure 89. The 280-mm gun.



Figure 90. Family of missiles—left to right: LACROSSE, REDSTONE, CORPORA, and HONEST JOHN.

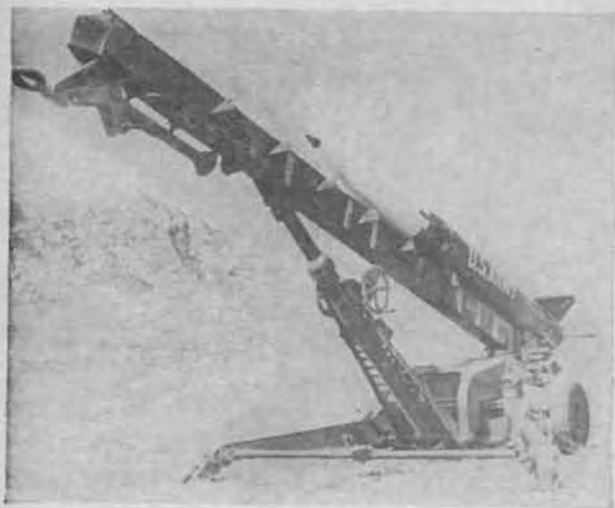


Figure 91. The LITTLE JOHN rocket.

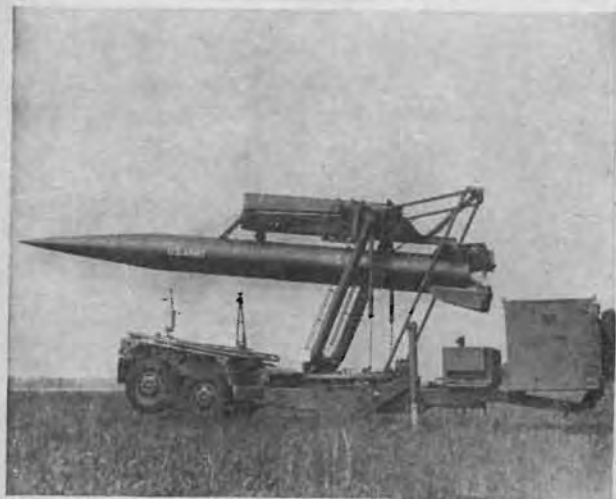


Figure 92. The SERGEANT missile.



Figure 93. The PERSHING missile.



Figure 94. Light tank M41A3. Weight, 26 tons; primary armament 76-mm gun.



Figure 95. Main battle tank M60. Weight, 52 tons; primary armament, 105-mm gun.



Figure 99. Armored personnel carrier M113. Weight, 11 tons;
armament—caliber .50 machine gun.

APPENDIX

REFERENCES

-
- AR 28-52-----Army Sports Program.
- AR 55-42-----Army and Air Force Agreement;
Travel of Dependents and Ship-
ment of Household Goods and
Personal Baggage.
- AR 55-46-----Travel of Dependents and Ac-
companied Military and Civilian
Personnel To, From, or Be-
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- AR 59-120-----"Blue Bark" Passengers.
- AR 105-75-----Military Affiliate Radio System.
- AR 130-5-----National Guard Bureau.
- AR 140-305-----General Organization, Mobiliza-
tion and Training; Army Re-
serve.
- AR 290-5-----National Cemeteries; General
Regulations.
- AR 320-5-----Dictionary of United States Army
Terms.
- AR 350-50-----Army Officer Candidate Schools.
- AR 350-55-----Nomination of Enlisted Men to
the United States Military
Academy.
- AR 350-60-----Army Extension Courses.
- AR 380-5-----Safeguarding Defense Informa-
tion.
- AR 600-103-----Legal Assistance.
- AR 608-14-----Social Security.

AR 608-20.....Voting by Personnel of the Armed Forces of the United States.

AR 611-7.....Selection and Processing of Volunteers for Airborne Training.

AR 630-5.....Leave.

AR 630-20.....Passes.

AR 670-5.....Uniform and Insignia; Male Personnel.

AR 670-30.....Uniform and Insignia; Female Personnel.

AR 910-10.....Army Emergency Relief; Authorization, Organization, Operations, and Procedures.

DA Pam 20-18.....Take Command; Apply for OCS.

DA Pam 21-47.....Class Q Allotment for Dependents of Enlisted Members of the Army.

DA Pam 21-52.....Cold Facts for Keeping Warm.

DA Pam 21-81.....Individual Training in Collecting and Reporting Military Information.

DA Pam 23-2.....Hits Count.

DA Pam 135-2.....Briefing on Reemployment Rights of Members of the Army Reserve and National Guard.

DA Pam 355-15.....Enemy Agents and You.

DA Pam 355-116.....Our Flag.

DA Pam 600-5.....Retired Army Personnel Handbook.

DA Pam 608-1.....Dependent Travel.

DA Pam 608-2.....Personal Affairs of Military Personnel and Their Dependents.

DA Pam 690-1.....Overseas with the Army.

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FM 5-20.....Camouflage, Basic Principles, and Field Camouflage.

FM 5-31.....Use and Installation of Booby-traps.

FM 6-135.....Adjustment of Artillery Fire by the Combat Soldier.

FM 20-15.....Tents and Tent Pitching.

FM 21-5.....Military Training.

FM 21-10.....Military Sanitation.

FM 21-11.....First Aid for Soldiers.

FM 21-15.....Care and Use of Individual Clothing and Equipment.

FM 21-18.....Foot Marches.

FM 21-20.....Physical Training.

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