

MANUAL OF

GUERRILLA TACTICS

SPECIALLY PREPARED AND
BASED ON LESSONS FROM THE
SPANISH & RUSSIAN
CAMPAIGNS

HOUSE TO HOUSE FIGHTING
SNIPING, SILENT KILLING
BOOBY TRAPS, FUSES
DETONATORS, CAMOUFLAGE,
DESTROYING SUPPLIES
& COMMUNICATIONS, WITH
A SPECIAL SECTION ON THE
PREPARATION AND USE OF

EXPLOSIVES



FOR HOME GUARD
AND
SERVICE USE

1/-

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HINTS AND TIPS FOR GUERRILLAS AND COMMANDOS.

A very good method of immobilizing enemy petrol vehicles is to place a couple of ounces of sugar or sand in their petrol tank ; they will probably start correctly but, within a minute or two, will definitely stop and require complete engine stripping to clear the foreign matter.

If you are out to immobilize enemy aeroplanes on an aerodrome, the best place to effect sabotage is on the elevator ; this is made of rather fragile material and can be easily damaged, and should this be put out of action it is definitely impossible for the aeroplane to rise into the air.

When attacking railway communications always try to blow up a bridge as this is the most difficult portion of any railway line to repair. As an alternative it is quite a good idea to blow up a train so as to block the track ; this frequently distorts the rails, thereby preventing enemy traffic from passing for quite a considerable time.

The best place to unbolt railway lines is at an embankment or on a gradient or curve, as this will definitely tilt the train off the lines and cause a derailment.

If you have no time to effect sabotage of such a permanent character a half-hundredweight or so of any good fat, lard or grease, spread on an upward gradient section of the rails, will prevent the railway engine obtaining a good grip.

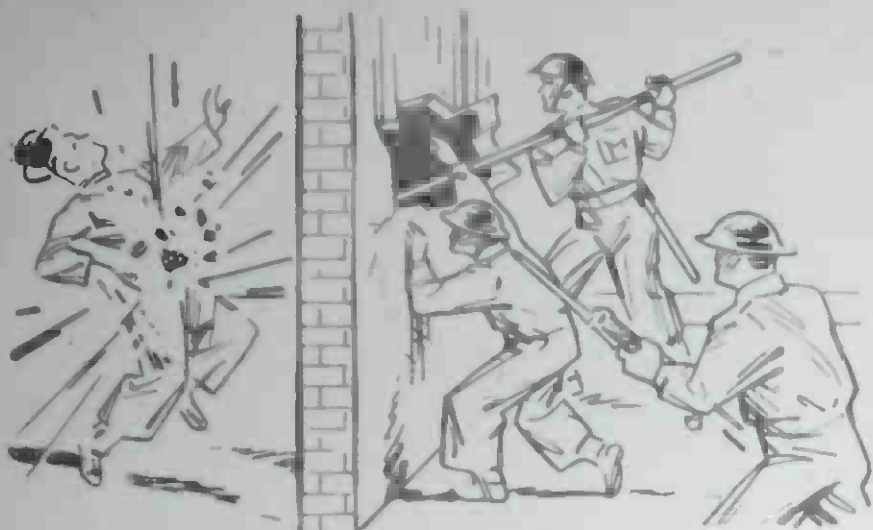
Some very useful weapons that can be carried by guerillas if attacking enemy sentries are a good hammer, lead-ended cosh, or a stout ladies hatpin six inches long which, when thrust into the body, can very often cause death if inserted in the right place (see section on " Use of the Knife "). An effective strangulating instrument is to get hold of a grocer's cheese cutter which is made of fine piano wire with a wooden handle at each end ; this, if slung round a sentry's neck, crossed and then pulled taut, will certainly strangle him and very probably almost remove his head from his body.

Useful equipment that should be carried by a group of guerillas is herewith listed :—

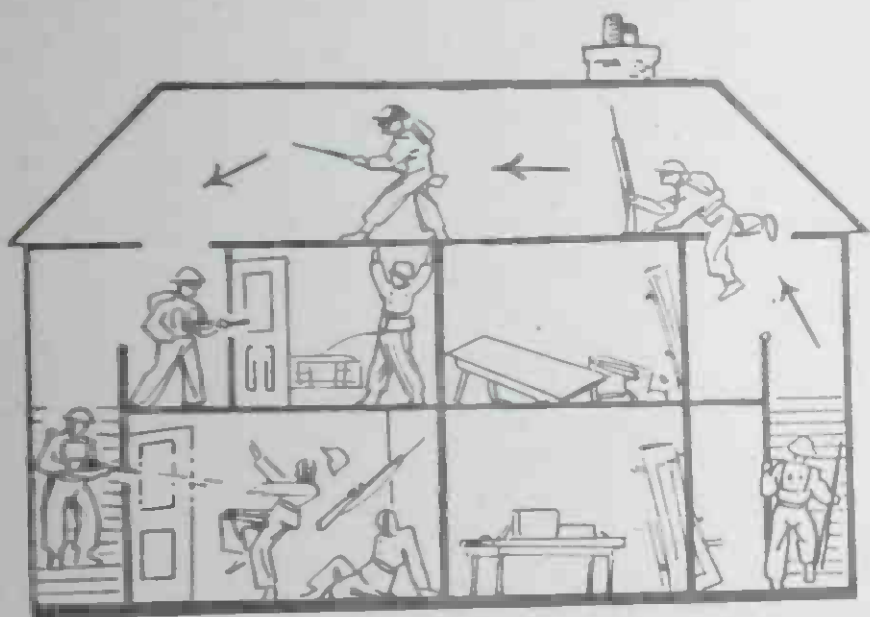
50 ft. of fine insulated copper wire.

A black torch with blue glass which gives enough light for purposes of communication but is not too noticeable at night.

A revolver or automatic pistol with silencer fitted if possible.



ASSAULT THROUGH A WALL USED IN HOUSE TO HOUSE FIGHTING.



ASSAULT VIA LOFT, STAIRWAY AND ROOF FOR USE IN HOUSE TO HOUSE FIGHTING.

This form of attack has the valuable element of surprise as the enemy will never expect an attack to take place from above.

It is therefore suggested that all Home Guards should be well acquainted with the particular types of construction of houses in their own locality.

Binoculars—preferably with graticule fitted to enable efficient night watching.

A rifle and bayonet.

A good compass.

A stiletto.

A roll of insulating tape.

Some phosphorus matches for luminescence.

A ground-sheet.

A khaki blanket.

A dozen or more Mill's bombs.

A spare pair of thick woollen socks for each man to pull over his shoes, as this makes them effectively silent when moving.

Lastly, a piece of soap or good fat to enable you to rub it on the feet to keep them in good condition when marching.

It is always better to wear woollen underclothing whatever the weather when operating as a guerilla, as there is less possibility of a chill being contracted. Chocolate is always a fine stand-by for food, particularly if it is of a milky variety.

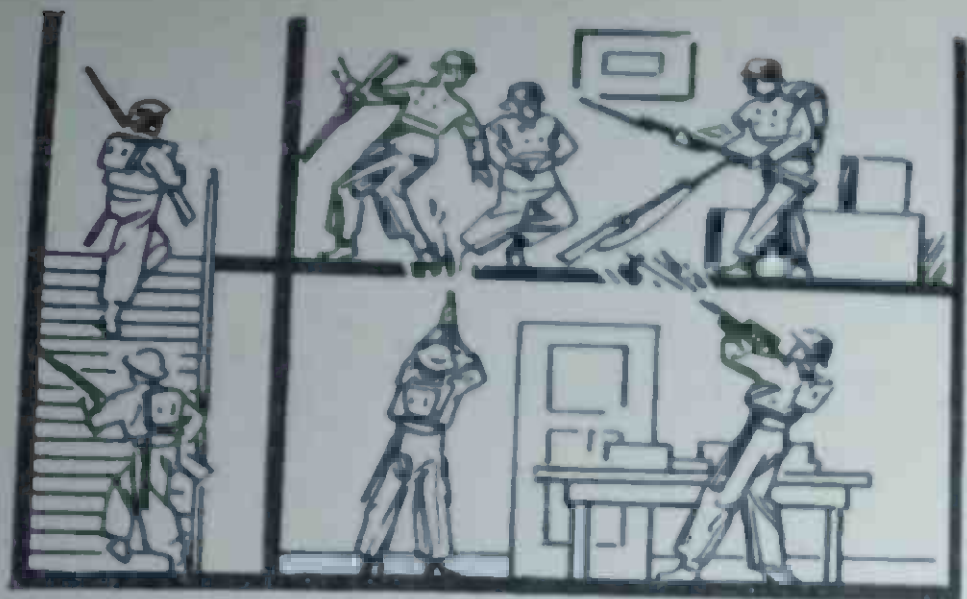
If you are in the open country and are lacking food, birds and fish are attracted by a light at night time and can be very often sufficiently hypnotized by this means to enable you to either knock them on the head or secure them easily.

A good point to remember, when attacking enemy vehicles on the move is that, very rarely does a private car carry privates—usually the passengers are officers, and, therefore, far more important to you to destroy.

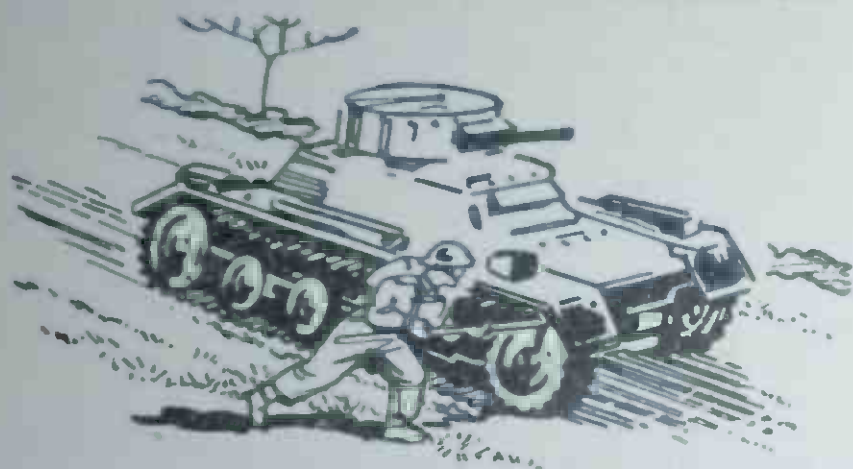
A good way of effecting dislocation and interruption of enemy troops is, if you know that they are temporarily resident in a town or village, to put up some notices stating that the whole population is to report to any public office at some specific time as there is to be a distribution of free food, etc., etc. You will soon find that a temporary panic amongst the enemy will ensue when they see the whole town or village converging on one spot. This is an ideal time to do any sabotage that may be required.

STANDARD TABLE OF SUITABLE PROTECTION AGAINST NORMAL FIELD WEAPONS AND ANTI-TANK GUNS.

MATERIAL.	Normal Field Defences. Safe thickness in ins. at 100 yds. against (a) S.A.A. up to 7.92 mm. (bursts of 5 rounds L.A. fire or single shots A.P.); (b) bomb splinters.	Defence against A.-Tk. Weapons. Safe thickness in ins. at 100 yds. against light Anti - Tank weapons up to 20 mm.	REMARKS.
(1)	(2)	(3)	(4)
1 Brickwork in lime mortar.	13½	27	Good quality brick.
2. Brick rubble confined between 1 in. boards.	12		
3. Chalk loose, as in new parapets.	24		Consolidation decreases protection
4. Clay loose as in new parapets.	36		Much depends on type of clay. Good factor of safety is allowed here.
5. Coal (hard), confined between boards.	13		Unsatisfactory owing to pulverizing effect of bullets.
6. Coal (kitchen), ditto.	18		
7. Concrete, reinforced.	6	15	
8. Earth or loam as in parapets.	36	60	
9. Road metal, 1½ in. to 2 in. between 1 in. boards.	9		
10. Sand between 1 in. boards.	12		
11. Sand, loose ...	24	48	Protection given by coarse sea sand is considerably greater.
12. Sandbags filled with—			
Brick rubble ...	20		Thicknesses are the lowest multiples of sandbag dimensions to give the required protection.
Chalk ...	20		
Clay ...	30		
Earth ...	30	60	
Road metal ...	10		
Shingle up to 1 in.	20	30	
Sand ...	20	40	
13. Shingle or broken stones between 1 in. boards.	9		



**ASSAULT THROUGH FLOOR USED IN
HOUSE TO HOUSE FIGHTING.**



**DESTROYING TRACK OF ENEMY TANK
BY MEANS OF CROWBAR.**



**BEHEADING WIRE
PRACTICALLY
INVISIBLE**

**WIRE USED TO STOP AND BEHEAD ENEMY
MOTOR-CYCLE OR BICYCLE TROOPS.**

GENERAL NOTES ON COMMANDO AND GUERILLA WARFARE.

Anti-Tank Tactics.

1. Most German tanks are more vulnerable from the rear.
2. The track of a tank is one of its weakest spots. Crowbars or strong pieces of iron or wood rammed in between the track and the driving sprockets, will very often immobilise a tank.
3. No German tank can see the ground within 15-ft. of itself due to restriction of vision of the driver or gunner ; therefore, any object as near as that is virtually invisible.
4. Unless the top of a tank turret is open, the crew inside cannot see anything directly above them. That is, therefore, an ideal position from which to attack by means of hand grenades, S.I.P. bombs, etc., etc.
5. No tank's guns can shoot anything at ground level if the object is within 18-ft. of the tank ; also its guns cannot be raised higher than 30° from the horizontal.
6. The interior of a closed tank is terribly hot, and no human crew can remain inside for more than a few hours. Therefore, watch out for an opportunity when the crew have to leave the tank. This is obviously the time to attack.
7. A Bangalore torpedo, placed under a tank, if of sufficient size, can easily destroy it.

STREET FIGHTING.

1. The first essential is to kill your enemy without being killed yourself, and the second essential is to take full advantage of whatever cover is available.
2. When moving in the open, always move as fast as possible and expose yourself for the least possible amount of time.
3. Camouflage your equipment and yourself as much as possible to tone with the surroundings.
4. Facial camouflage is often very helpful, as a perfect camouflage is often spoilt by a white face appearing at a spot in which it obviously has no business to be.



**CORRECT POSTURE FOR RIGHT-HANDED
AND LEFT-HANDED SNIPERS FIRING FROM
CORNER OF A BUILDING WITH THE LEAST
POSSIBLE EXPOSURE OF THEMSELVES,**

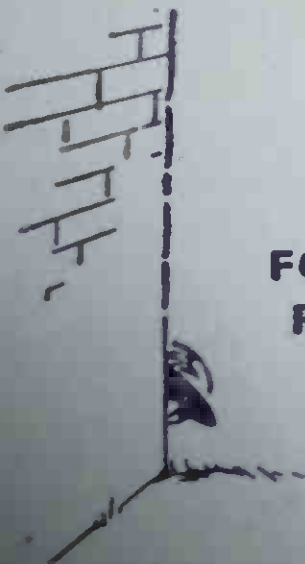
**PROPER WAY TO
FIRE FROM A WINDOW**



INCORRECT.



CORRECT.



**CORRECT POSITION
FOR RECONNAISSANCE
ROUND A BUILDING.**

NIGHT FIGHTING.

1. Silent movement is a vital necessity, as the enemy can always detect your presence by sound.

2. A good hint is to always wear shoes heeled and soled with rubber to prevent excessive noise.

3. **A Tip.**—The old sweats' invention of the last war of rubbing the back of the rifle foresight with a phosphorous match, which has been moistened, is a very good one when sniping at night, as, due to the darkness, the foresight appears phosphorescent when viewed from the backsight. This will enable you to aim quickly and accurately.

SNIPING.

1. When in the open country never operate from the same spot twice.

2. Always endeavour, if it is night-time, to keep yourself and your gun as much under cover as possible, to prevent the flash making your position obvious to the enemy.

3. The effect of continually being on the move is of great value, as your enemy is often inclined to over-estimate the number of opponents against him, thereby sometimes causing him to alter his plans.

GUERILLA WARFARE.

1. The main intent of a Guerilla Band is the destruction and hindrance of enemy communications and supplies, and not the capturing of any specific objectives. Therefore, the more the enemy is harried, the more good the final result will be.

2. Bridges can be weakened just sufficiently so as to collapse upon the passing of heavy enemy vehicles or tanks.

3. Trees which are felled across important roads, can cause delays of many hours, because, although the tanks can probably surmount them, their essential petrol and supply wagons are held up.

4. Railway lines, signal boxes, etc., etc., are very useful for purposes of sabotage.



**CAMOUFLAGE USED BY COMMANDOS IN
EITHER BLACK, BROWN OR GREEN, ACCORD-
ING TO THE TERRAIN COVERED.**



**CORRECT POSTURE AND DELIVERY FOR
HAND GRENADES.**

5. Remember, four skilled men can fell 200-300 trees of 1-ft. average diameter in a day. This naturally depends upon the hardness of the wood. These trees can prove to be invaluable for blocks and barricades for delaying purposes.

6. Anti-tank shelter trenches, 5-ft. wide by 18-ins. deep, can be prepared at the rate of 40-ft. per day per man, using four spades and two picks per squad of six men.

7. Loop holes can be prepared in walls 9-ins. thick at the rate of five minutes each by means of two men.

KILLING THE ENEMY BY MEANS OF THE KNIFE.

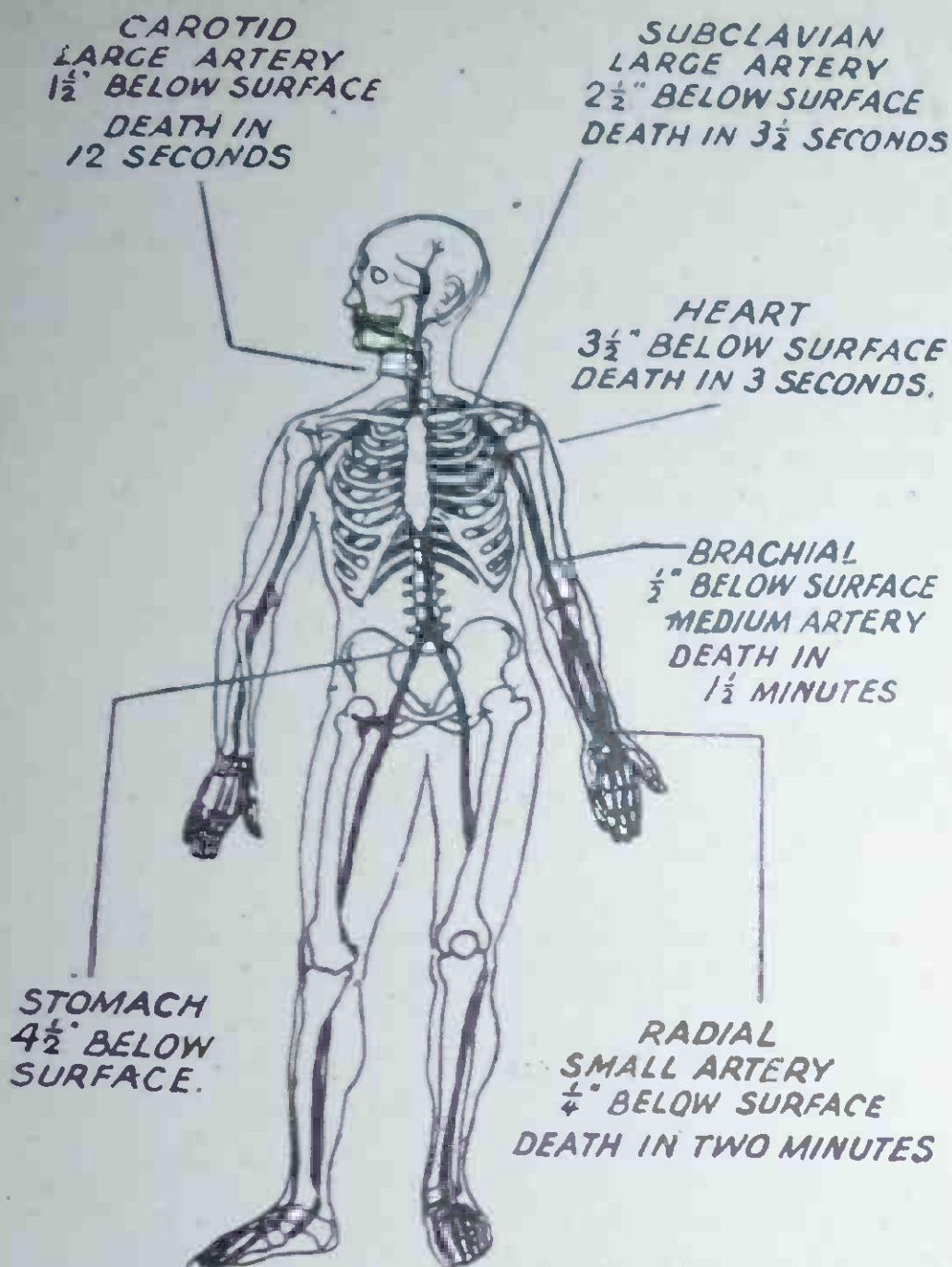
Always make certain that your knife has a very sharp point for stabbing and also clean cutting edges. The reason for this is that, when a vein or artery is pierced by a ragged tear, it tends to contract and restrict rapid bleeding to death, but a clean cut is the most difficult to stop.

Some arteries are much easier to pierce than others, and are therefore more prone to injury, because of their being near the surface of the skin, or being unprotected by any uniform or equipment.

The arteries of the human frame vary in diameter from about $\frac{3}{4}$ -inch to as small as a $\frac{1}{4}$ -inch, and the larger the artery that is cut, the quicker the speed that death will ensue.

• There are one or two other vital spots on the body for knife attack which, apart from their danger of being vital spots, are also of great psychological value, as the reaction on the opponent, if struck in these places, is one of much lowered morale. The places in question include the stomach, heart, genital organs, the face, etc., etc.

Included in the sketch which follows are shown the position of the main arteries, and the points at which blows should be aimed for delivering the maximum damage in the minimum of time.



EXPLOSIVE FOR COMMANDOS.

Safety Notes.

Explosives are quite safe to handle if no naked lights or smoking is permitted near them. Do not use steel or iron instruments in handling, laying or tamping them down. Always store detonators apart from explosives.

Main Explosives.

Most of these will require primers.

Gelignite looks like Brown Caramel, used for cutting and initiate with a primer. Always keep cool and do not inhale its fumes as it may make you quite ill. Can be initiated by a bullet.

808 looks like shaving soap and is yellow in colour, has an aroma of almonds. Can be used for either cutting or cratering. Do not inhale its fumes.

T.N.T.—Yellow thready cake. Used for cutting. Is very liable to dry up and crumble. Store in a box till needed.

Ammonal.—Greyish dust appearance. Used for cratering or excavating. Always keep away from damp

Wet Gun Cotton.—Looks like white candle wax cake. Used for cutting. Very liable to dry and crumble. Store in a box till needed.

Plastic.—Looks like putty. Used for cutting or excavating work.

822.—Liquid explosive. General purpose use. Must be initiated by a Detonator fuse, and a primer is needed.

Fuses.

All fuses are either burning or detonating type. Always check rate of burning fuses by testing a sample piece for its speed. All burning fuses have a blackish powdery core.

Burning Types.

Bickford Instantaneous Mark 3 has an orange rough Fabric appearance. Burns at about 85 to 95 feet per second. Used for booby traps and supplied in lengths of 100 yards.

Safety Fuse has a varnishy appearance black sheath. Burns at $\frac{1}{2}$ -inch per second. Will burn in water. 48-ft. lengths usually have a match head fitted for igniting by friction.

Detonating Types.

Always have a yellowish or white core.

Cordtex.—White core with silver cover. Burns at 6,000 yards per second. Is damaged by damp ; therefore allow an extra 2 feet.

F.I.D.—Yellow core with leaded cover, burns at 5,000 yards per second ; operates under water. Allow 1 foot at each end, and make sure no bends or kinks appear. Always throw away the first foot when cutting off a portion.

Primacord.—Yellow core with coarsely yellow cover; burns at 6,000 yards per second. Allow extra 2 feet to protect against damp damage.

Matches for Fuses.—Used for igniting safety fuses, packed in boxes of 20, like an ordinary match box. The match is ignited as normally by friction, but only smoulders. If necessary an ordinary match can be utilised by holding the head against the end of the fuse and striking them both together on the box.

Primers are used for boosting or initiating the detonation of H.E.'s.

Tetryl C.E. Primers.—Is not harmed by damp and can be initiated by a bullet, but is very sensitive; has a dull yellowy dust appearance. Packed in a waxed paper. Cannot be rectified but has an aperture to fit the standard service detonator. Always fit detonator tightly by packing in with dry leaves or paper. Supplied in steel container holding 10.

Mark 2 Gun Cotton Dry Primer for Field Use. 1-oz. size. Tapered cone of dry Gun Cotton, fitted with a hole in the centre to fit standard service detonators. A black number is always marked on each. Supplied in a painted black tin cylinder holding 10 of them. Never chip, cut, or rub them with iron or steel. If the primer itself is not cracked or damaged it will stay sensitive in damp condition for up to 4 hours. If detonator hole is to be widened, use a rectifier or wooden rod. Is detonatable by means of a bullet.

Detonators (for Fuse use).

Standard Service Detonator No. 27 Mark 1. Packed in a red-painted Aluminium tube, $\frac{1}{4}$ -inch diameter and $1\frac{3}{4}$ -inches in length. Open one end and 50% full of an extremely sensitive explosive. Handle with great care. Supplied in red-painted tin cylindrical containers holding 25, and 1 rectifier.

Nos. 6 and 8 Commercial Detonators.—Similar pack to above but Aluminium tube is unpainted. Supplied in tins of oblong shape, containing 100 packed with wood dust. Always remove wood dust before use. Some No. 27 detonators are supplied with special changes for firing by electrical means.

Rectifier is a special wooden tool to make holes in explosive so as to be able to fit fuses or detonators.

Crimpers.—Special tool similar to pliers, used for nipping Cordtex to stop it from moving out of place in the detonator.

HINTS AND TIPS ON USE OF EXPLOSIVES IN GUERRILLA WARFARE.

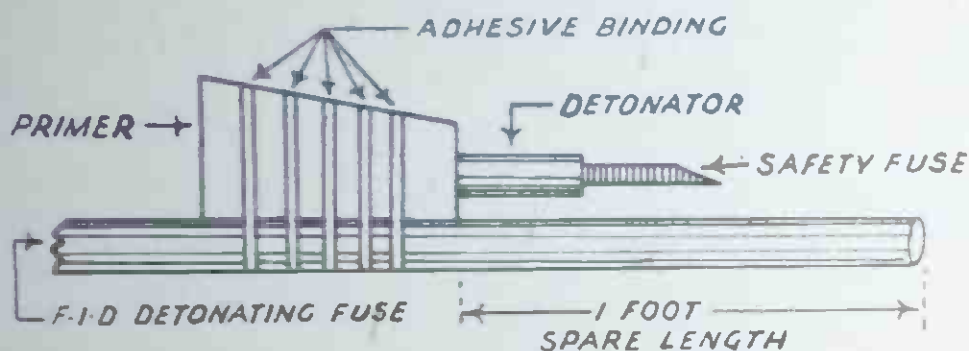
Always carry on you a pocket knife, adhesive tape, string and matches.

To Fit Detonating or Burning Fuses in Detonators.

Fit one end of the fuse in the opening of the detonator crimp the detonator to the fuse to stop it from slipping out. Always cut the other end of fuse at an angle to effect rapid igniting. It is recommended that waterproof sticky tape be wound round the connection point where the fuse fits the detonator to prevent moisture entering.

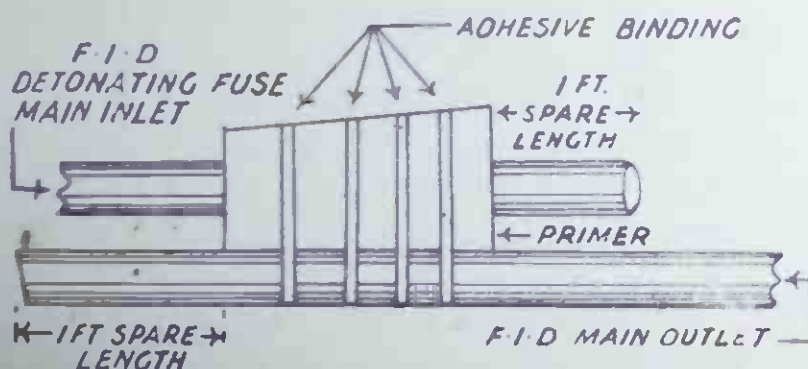
How to Initiate Explosives.

Method 1 by use of single Primer and F.I.D.—Tie the Primer within 1 foot of the end of the F.I.D. (See Sketch No. 1).



SKETCH NO 1

If it is necessary to have a long fuse requiring great lengths of F.I.D. or where two or more sections are connected up to explode two separate objectives at the same time by means of one common safety fuse, always boost the F.I.D. by means of a Primer as shown in Sketch 2.



SKETCH NO 2

Fitting Explosive Charges.

Always see the explosives are in close contact with the object to be blown up, especially if the object is a metal one. If contact is not possible, always increase the amount

of explosive, so as to obtain the same effect. Make sure that each separate parcel of explosive is touching the next, and see they are well tamped down, as the success of any explosion depends on confining the charge in a restricted space. If using Ammonal it is advised that the Primer, Fuse and Detonator be laid beneath the surface of the ground for safety.

QUANTITIES REQUIRED OF EXPLOSIVES FOR VARIOUS PURPOSES.

Note that explosives actually sever only where they are in contact with the objective, except in a minor degree where this is due to blast effect.

Quantities Required.

For Metal use a $\frac{1}{2}$ -lb. of explosive for every $\frac{1}{2}$ -Inch of thickness for a width of 1 foot.

For Stone or Brick Structural Work use a $\frac{1}{2}$ -lb. of explosive for a thickness of 10 inches by a width of 1 foot.

For Woodwork use a $\frac{1}{2}$ -lb. of explosive for 5-inch thickness by a width of 1 foot.

It will be seen from these that the standard ratio of the above is 1-20-10. Further note that, should the objective that is to be exploded, be of circular form, calculate as though it were square and use approximately $\frac{4}{5}$ ths of this amount.

For these three types of objects the following explosives can be used, but make certain that a Primer is also utilised with T.N.T., Gun Cotton, Gellignite, or Plastic.

A very useful method of calculating the necessary quantities of explosives required, based on the figures given above, is as follows :—Divide the thickness of the object in inches by the figure 10 in the case of Wooden objectives, 20 in the case of Stone objectives, or by 1 in the case of Metal objectives. Then obtain the square of this figure and allow twice this amount for every foot of width. This will give the minimum effective quantity of explosives in pounds that is required. Should the answer be a fraction, always be generous and allow up to the next whole number. Always be on the generous side, as you may not have a second opportunity to attempt to blow the objective up.

A few examples are herewith given to show the application of the above method.

- (a) To demolish a Metal structure 4 inches thick by 3 feet wide.

$$4 \times 4 = 16.$$

Therefore, 32 lbs. of explosive will be needed for each foot, and for the total width of 3 feet, 3×32 lbs. of explosive will be required, which is equivalent to a total charge of 96 lbs.

(b) To demolish a Stonework structure 10 feet in diameter.

10 feet = 120 inches.

This, divided by the ratio of 20 = 6.

$6 \times 6 = 36$.

Therefore, 72 lbs. will be required for every foot of width. As this is a circular objective, allow the same width as thickness, which gives a width of 10 feet.

Thus, explosive required for a square objective, 10 feet x 10 feet, is $72 \times 10 = 720$ lbs., but as this is of circular section, all that is required is $\frac{4}{5}$ ths of this amount, viz., $\frac{4}{5}$ ths $\times 720 = 576$ lbs.

QUANTITIES REQUIRED FOR BLOWING UP ROADWAYS, ETC.

A charge of 60 lbs. of explosive buried 6 inches beneath the level will cause a crater of 12-14 feet across.

When using explosives for mining or cratering, always tamp them well tight. For this purpose it is preferable to use Ammonal or Gelignite, without the aid of a primer.

DEMOLITION OF HABITATIONS.

60 lbs. for every 100 sq. ft. of space on ground floor level is sufficient to demolish a two-storey house, but note that it is necessary to close all doors and windows to get the maximum effect.

The best results are obtained when the charges are placed in the middle of each room.

BANGALORE TORPEDO OR BOMB.

This is one of the most efficient methods of clearing enemy barbed wire entanglements, and is prepared by use of a metal pipe filled with explosives. Any pipe of $1\frac{1}{2}$ inches or more in diameter will prove very effective.

Make certain that the length of pipe is never less than the depth or width of the entanglement, as it is the effect of the disintegration of the metal of the pipe which bursts asunder the wire barricade, and not the explosive ; therefore, always see that the pipe is kept at least 18 inches above ground, to keep the maximum tearing effect.

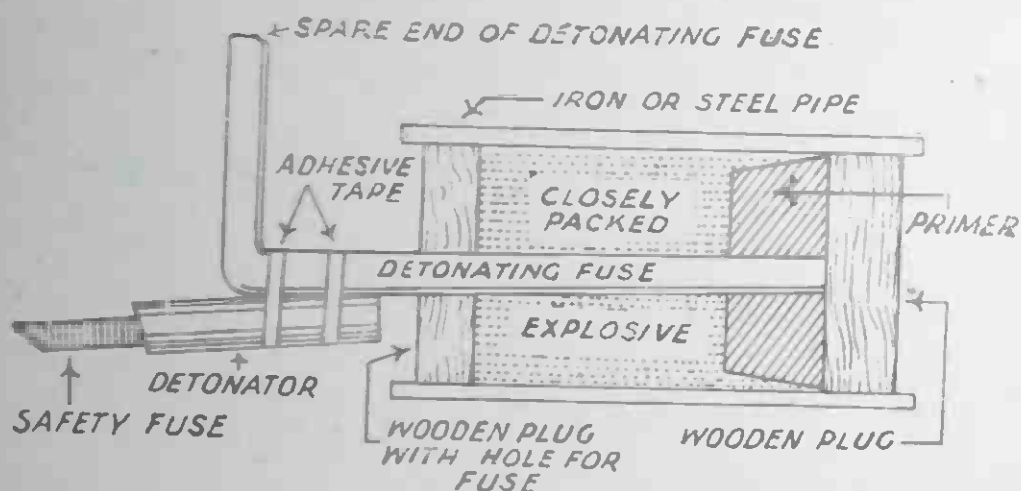
EMERGENCY MANUFACTURE OF BANGALORE TORPEDOES.

First obtain pipe of sufficient length and fill with explosive well tamped down. Then lay primer and detonator with fuse fitted in one end. Plug both ends then with wooden stoppers, one of which should have a hole to allow the fuse to enter.

Should the torpedo need to be over 8 feet in length, always fit a fuse of F.I.D. through the middle of the explosive from end to end. This enables a perfect detonation to take place.

The torpedo is particularly effective in use against any road or tank blocks, as it has a great disintegrating effect, and if arranged on small road blocks, can prove to be a very rapid method of dealing with enemy tanks.

See Sketch below for construction of the Bangalore Torpedo.



SKETCH N^o 3.

SAFETY HINTS.

Always allow a sufficient length of fuse, so as to get to safety before the explosion takes place.

Always clear the area of your objective from friendly personnel before detonating the charge.

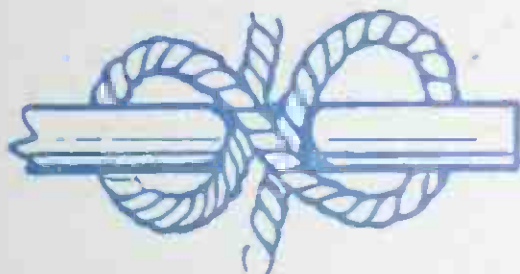
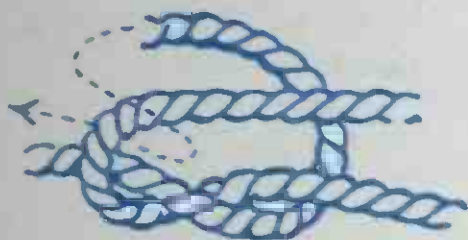
Never attempt to examine or disconnect enemy explosive charges ; leave it to the Specialist.

KNOTS AND THEIR USES IN COMMANDO AND GUERILLA TACTICS.



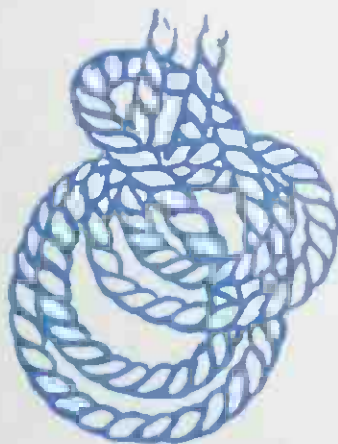
1. **BOWLINE.**—This type of knot is utilized for the lowering of extremely heavy loads and will not jam or clog in any way ; It also has the extra asset of being very easily undone.

2. **FISHERMAN'S BEND.**—Extremely useful for fixing a warp fast to an anchor.



3. **REEF.**—The most useful knot for tying two pieces of rope together, and has the advantage that it does not slip and can be easily undone.

4. **CLOVE HITCH.**—Is very useful for fixing a rope tied to a pole or similar object and also has the advantage of not slipping under tension.



5. **SHEET BEND.**—Very useful for fixing a thinner rope fast to a thicker one.

6. **DOUBLE HALF HITCH.**—One of the most useful knots for varied purposes. Can be used in place of the Clove Hitch, Fisherman's Bend or Bowline.

7. **BOWLINE ON THE BIGHT.**—This is a form of double Bowline and is specially useful for the lowering and raising of men. One bight is placed beneath the thighs and the other underneath the arms.

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