

Talent Operations Command Intelligence Bulletin

No. 2, Talent Operations Groups

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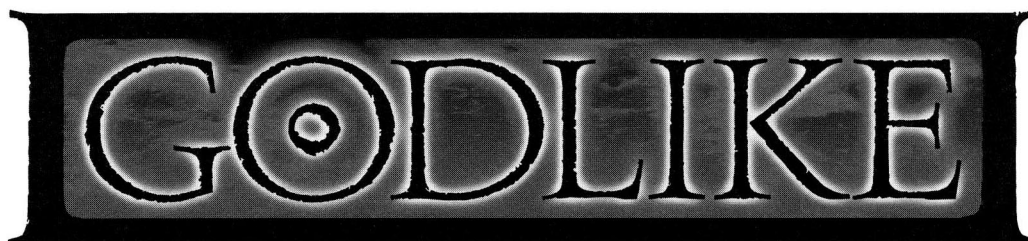
Talent Operations Groups

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SUPERHERO ROLEPLAYING IN A WORLD ON FIRE, 1936-1946

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Introduction

You, the members of the Talent Operation Groups, represent the American Army's best chance at counter-acting Hitler's super-troops—*Der Übermenschen*. In three years, these super-zealots have cut a swath through Europe, North Africa, and Russia, killing thousands of innocents and tightening Hitler's iron grip on a growing Reich. With the German attack on the Soviet Union, Hitler's vision for an empire that stretches from the English Channel to the Ural Mountains is more real than ever. His thirst for steel, oil, and slave labor has forced his hand: Without the riches of the East, Allied analysts estimate that Hitler's war machine would grind to a halt in less than three years. However, this foolish maneuver has boxed him in between the strongest of the world powers.

Together with our staunch Allies in Russia and your Talent brothers from the United Nations, it is our solemn duty to hurl back the invaders, crush their armies, and make war on them until their unconditional surrender. It remains up to you to lead the way—to make the path safe for your regular brothers in the Allied military. Your primary job is this: Find and eliminate enemy Talents before they can do harm to the regulars.

As a Talent, you're able to do things no average man can do, and are privy to things an average man can't see. When normals look at you, all they see is a man; when a Talent looks at you, he knows you're one of the elite. Use this ability to best effect. See a Talent not known to you out of uniform on leave? Report him to the nearest Military Police officer. If he's legit, there's no harm done, but remember: Anybody could be a German spy. Two Axis agents have been killed on American soil since America's entry into the war—one on the front lawn of the White House! Never let down your guard around a Talent unknown to you, in or out of uniform.

The Germans' greatest weaknesses are their pride and their foolhardy belief that the Talent phenomenon is a function of race. Since 1938, members of nearly a dozen ethnic groups have developed Talent powers, from the Malay tribesman to the Kansas farmer. Incredibly, the Germans refuse to believe that anyone outside their "Master Race" can develop these amazing abilities.

This gives us the edge. Hitler refuses to discuss the possibility of Allied Talents—and in Germany, what Hitler says goes. Field commanders are restricted by this standing directive from Berlin: *There are no Allied Supermen*. Look around you and mark the faces of your fellow TOG members. Each one is invisible to the enemy; every ability they possess a deadly, unclassifiable weapon, not recorded or reported on in any Axis Intelligence Bulletin.

It is true that the Germans possess thousands of Talents, but the combined Talent forces of the United States, Britain, and Russia are estimated to already outnumber the Nazis almost 3 to 1. On the Russian front, entire platoons of Russian Talents are assaulting enemy positions with American-produced weapons. And the British Special Service Squads number in the thousands—comprising only a portion of our entire Talent population. Considering America has only been in the war a short time, it's doing just as well. Since Pearl Harbor, nearly 1,000 Americans from all walks of life have developed Talents and volunteered for the war effort.

You remain the shining hope of our forces in this conflict. Without you, the enemy super-men are a grave threat to any conventional force. But facing Talents like you, they will become yet another warning in the history books for those who choose to make war on the peaceful countries of the United Nations.

Some of you will be traveling to Europe, some to Africa, and some to the Pacific. When you go, remember where you came from, what your purpose is, and your training. Remember the men and women back home who rely on you to do your duty, no matter the cost.

We did not start this war—but with your help, we will end it.

/s/ Lieutenant Colonel Charles Vaughan, OBE

Director, Training, Achnacarry School for Unconventional Warfare



Eleven General Orders

General orders apply to all soldiers. Following are the general orders which you are required to memorize.

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 guard house 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 non-commissioned officers of the guards.*
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 Corporal of the Guard in any case not covered by instructions.*
10. *To salute all officers and all colors and standards not ceased.*
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.*



Sentry duty is no laughing matter!

The Talent Operations Groups

Formed in February 1942 under the direction of the Commander of Combined Allied Forces, General Eisenhower, the Talent Operation Groups are of the utmost importance in all upcoming Allied offensives—they represent the first and best line of defense against Axis Talent attack.

More than 500 American Talents have already gone through TOG training in Scotland, and nearly 250 more are on their way. By 1944, America expects to have nearly 5,000 Talents in the field.

These Groups are broken down into small, autonomous commando squads detached to regular Army units. These groups scout the enemy line, locate Axis Talents, and eliminate them, causing damage and demoralizing the regular enemy forces as they go. This tactic—sending our Talents in to remove their Talents before they strike—will do much to eliminate any advantage the Germans' blitzkrieg fighting-method might grant them.

This "strike first" tactic is a tried and true method developed by British Talents in the conflict in North Africa. The Germans preach to their officers a doctrine of speed, audacity, and personal achievement. If granted the opportunity they will gather and attack, rapidly eliminating forces usually much too large to be defeated, by encircling and cutting them off from reinforcement and re-supply. By taking the battle to them—sniping at them with Allied Talent teams spread behind the lines—we disrupt their ability to organize and attack, we locate and eliminate their Talents, and we compel them to disperse their forces to deal with the threat.

In short, you, the members of the Talent Operations Groups, go first to disrupt the enemy and take the initiative from him.

TOG Organization and Command

TOGs are generally composed of 10 to 12 Talents. Usually two officers are in command, ranging in rank from captain to sergeant, but every man is expected to take the initiative if the officers are injured or killed. Each member of a TOG team is to be self-sufficient, motivated, and ready to carry out the mission no matter the personal risk or difficulty inherent in it—even if the rest of the team is captured, injured, or killed. This is the doctrine of the commando.

As commandos, TOGs enjoy a certain autonomy, but they still fall under the authority of the regular Army units they are attached to. Deep in enemy territory it is common for the formalities of command to fall away—but in secured areas, such laxness is

frowned upon. Remember who you are, and to whom you're speaking. It doesn't matter if you can fly or turn invisible, a General of the Army is still a General, and a court-martial is still a court-martial.

In secured areas, the Army chain of command is the overriding priority for all members of the Allied forces.



You trained hard to be ready when the time comes!

Directives

The mission of the TOG can be broken down into four directives, ranging in importance from 1, the most important, to 4, the least important. These four directives should remain paramount in the minds of all TOG members in the field, whatever their particular mission

or orders might be.

1. *Locate and report enemy Talent activity.*
2. *Disrupt or destroy enemy Talents.*
3. *Locate and report conventional enemy activity.*
4. *Disrupt or destroy conventional enemy forces.*

Replacements in the Field

A standing pool of TOG replacements is being developed, and all losses of TOG members should be immediately reported in writing to unit commanders. TOGs operating under-strength are expected to give accurate representation of their abilities. Unit pride is important, but it is far more important for a mission to succeed than for a TOG commander's pride to be bruised.

The Talent Operations Command and the U.S. Army will do their best to maintain a steady stream of materiel, men, and equipment to the Talent Operation Groups.

Re-supply

The quartermaster of the regular unit to which the TOG is attached handles all requests for re-supply. The TOG commander should file all such requests in writing. As Talents, TOGs enjoy an A-2 priority for weapons, food, and fuel, one step below the A-1 priority enjoyed by most Allied field commanders. This expedited re-supply is to keep the Talent forces sharp and ready for combat at a moment's notice.

Unit Markings and Rank Insignia

It is well understood that certain markings lead to an increased risk of attack in combat. In behind-the-line operations, unit markings, rank insignia, and TOG patches may be removed to decrease the risk of identification or sniper attack.

Keep in mind, however, that the Germans shoot unmarked military personnel as spies and saboteurs. If surrounded or cornered, it is advised that you at least apply your unit marking and rank insignia.

The Use of Talent Abilities

Flamboyant use of Talent abilities on the line is frowned upon. It makes you a target for enemy snipers, Talents, and intelligence, and it puts others nearby at risk. While the official doctrine of the Third Reich is that no Allied Talents exist, many German field commanders have faced British and Russian Talents in combat and harbor no such illusions. The Germans will often expend a few mortar shells or cannon or machine gun rounds at areas of obvious Talent activity, on the off chance they might kill an Allied Talent.

In civilian or demilitarized areas, the use of Talent abilities is restricted except in cases of dire emergency.

Mingling with Regular Units

As members of the U.S. Army, Talents enjoy a camaraderie that transcends any differences in rank, ability, or training. Every member of the U.S. Army is an important and integral part of our forces, and each plays a vital role in the destruction of the Axis. Talents should show a level of restraint and consideration commensurate to their super-human ability.

Bragging of your ability, extra rations, swanky quar-

your British and Russian Allies have had years of experience fighting the Germans. Always listen to what combat veterans have to say. Remember that they made it back alive without the added benefit of Talent abilities—only their guts, know-how, and willpower.

What you learn from them might save your life.

Your Abilities

The amazing abilities that have appeared in humanity over the last six years represent an exponential leap in the power of the human mind.

Although no one truly knows why Talent abilities exist or how they change the physical world, one thing is certain: The abilities of Talents represent the proverbial power of mind over matter.

All Talents seem to be subject to the following “laws”:

1. Talents can detect the use of Talent abilities on sight.
2. Talent abilities often manifest in times of stress, danger, or emotional turmoil.
3. Men are the most prevalent beneficiaries of Talent abilities, but women and children have manifested them as well.
4. Talent abilities are not physical, but paranormal in nature—they circumvent or re-write physical laws. No one truly understands how.
5. Axis propaganda notwithstanding, Talent abilities are not hereditary in nature, nor are they limited by race—people of all ethnic backgrounds have manifested Talents.
6. Talent abilities depend on the willpower, drive, and morale of the individual.

Training

Talents enjoy the most advanced training known to Allied forces—training that will prepare them for the rigors of behind-the-lines combat.

Buddy System

Lieutenant Colonel Charles Vaughan, Commander of the Unconventional Warfare School: “In our work we use the ‘Buddy’ system—the men always work in pairs. They live in pairs, eat in pairs, do guard in pairs, even do KP in pairs. They develop confidence in each other.”

Realism

First Lieutenant Graham “Nine-pin” Fallow, Director of Unconventional Combat Training: “In our training, we never do anything without battle noises and effects. We always use live ammunition, and even throw in a few Talent attacks to keep the men on their toes. We use mines, barbed wire, and protective bands of machine gun fire extensively. If the problem is to capture a machine gun nest, there is always a machine gun nest there with a machine gun firing in a fixed direction. The men very quickly get accustomed to having live ammunition flying around them.

“Captured German and Italian machine guns and machine pistols are used by the ‘enemy’ in our problems. Our men quickly learn to distinguish between the fire of our weapons and that of enemy weapons. Also, the ‘enemy’ makes constant use of flares.

“We always carry our normal load of ammunition with weapons loaded. If a man knows his weapon is loaded, he will be more careful in handling it. Accidental discharge of a weapon automatically means a fine and immediate reduction to the grade of Private. We learned our lessons in North Africa, where the accidental discharge of a weapon once queered a raid and caused a 24-hour delay in a vital assault.”

Recognition

Captain Cooper “Titan” Tyson, Radio Specialist, Special Service Squads: “We use colored flashlights for recognition purposes in night work. Different colors are used, and we usually have a certain light signal for recognition; for instance, ‘A,’ which would be a dot, dash. It gives a man great comfort and confidence when working at night, especially in towns, to receive a recognition signal when he needs one.”

Formations

Lieutenant Colonel Charles Vaughan, Commander of the Unconventional Warfare School: “We use a column formation for approach and assault movement at night. From experience, I believe it is the best formation to use in darkness. We do not attempt to use prominent terrain features to keep direction. We use pacing, compass bearing, and stars. Usually in advancing to attack at night we halt to check position every 1,000 yards. We start moving again by radio signal or by runner.

“It is necessary to arrange for collecting your men together again after the raid is over. To do this, I station a man along the line to the rear whom the men will pass at intervals. This sentry marks each man as he passes, collecting them to a group to withdraw.”



Hand-to-hand training is brutal, but it might save your life!

Cooking

First Lieutenant Graham “Nine-pin” Fallow, Director of Unconventional Combat Training: “I prefer to have men cook their own meals with their mess kits. We did not have kitchens at the Wadi Akarit, and we went six months without one.”

Physical Conditioning

Sergeant Orson “Double-Time” Richie, Field Instructor: “One of our best means of physical conditioning is speed marching, reaching a point where we march ten miles at a rate of six miles an hour. To keep in condition we use calisthenics and a daily five-mile speed march.”

Discipline

First Lieutenant Graham “Nine-pin” Fallow, Director of Unconventional Combat Training: “Disciplinary drills are all-important. We have a retreat formation daily, conditions permitting. At this formation men are inspected and some manual of arms performed, followed by retreat. Every Sunday morning there is a review, followed by inspection in ranks and of camp or quarters.

“Infractions of discipline, military courtesy, and uniform regulations are dealt with quickly and severely. The officers must bear down on these things. The Army in general has not stressed discipline enough. Without it, in combat you are lost. We have at least four periods a week of close-order drill and manual of arms.”

Equipment and Weaponry

The most vital possession of any TOG team member is not his Talent; it is his weapon. Above all else, the primary responsibility of every commando is the care and maintenance of his weapons and equipment. Without them, his primary responsibility—the destruction of the enemy—is in doubt.

PERSONAL EQUIPMENT OR “KIT”

Each man is required to catalog and report his “kit” before field action. The following items should be issued to each man before entry into combat.

HELMET, M1

HELMET, M1, is a standard article of issue for the use of ground troops in all branches of the service. It is an improvement on the M1917A1 helmet, now Limited Standard, designed to provide maximum protection with no increase in weight or interference with vision or hearing. The M1 helmet is shaped to stay on the head when running, and the narrow brim does not interfere with aiming or firing.

Two linings are provided, one to protect the wearer from heat in tropical operations, the other as a protection against extreme cold.

All U.S. helmets are non-magnetic, an important feature when worn by men whose duties require the use of compasses or other instruments which might be affected by magnetism.

CLOTHING (FIELD JACKET, SHIRT, TROUSERS, UNDERSHIRT, DRAWERS, CUSHION SOLE SOX, BOOTS—SERVICE, COMBAT)

This standard “kit” of clothing is issued to soldiers based on their size, weight, and other requirements determined at enlistment. While carrying extra sox, undershirts, and drawers might be useful in the field, be careful not to overburden yourself. Leave room for necessities such as food, water, and ammunition.

HAVERSACK, M1928

This general-purpose backpack is designed to securely carry all a soldier's loose gear—from his toothbrush to his entrenching tool, bedroll, and ammunition. Worn in a variety of ways, the haversack has dozens of different compartments, straps, and pockets to secure nearly any type of item so that it is not lost and makes no noise in the field.



The M-1 helmet.

BELT, CARTIDGE, M1928

This general purpose belt is designed to carry a variety of items. Almost anything with a utility clip (such as the M1 Bayonet, most holsters, and Mk. II Hand Grenades) can be secured to the belt.

CANTEEN

A covered, belt-worn, general-purpose canteen.

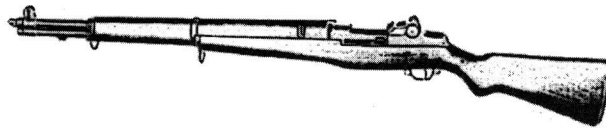
TOOL, ENTRENCHING, M1910

This folding tool is used primarily for digging in, though it may also be used as a

hatchet and, if need be, a weapon. It is usually stored, folded, to the rear of the haversack.

BAYONET, M7—STANDARD

This offensive and defensive weapon has replaced the M1905 bayonet on all U.S. Army rifles and incorporates various improvements. The new bayonet is shorter, better balanced, and may be used as a trench knife in hand-to-hand combat. It measures 14.4 inches long overall, has a ten-inch blade, and weighs 13.5 ounces. The scabbard is made of plastic, is 11.2 inches long, and weighs 5 ounces.



The M-1 "Garand" rifle.

POUCH, FIRST AID PACKET, M1942

A general-purpose first aid pouch containing gauze, bandages, antiseptic solution, and morphine.

BANDOLIER, RIFLE AMMUNITION

These belts of rifle ammunition can be strung across the shoulders, over the shoulder, or secured around a haversack. Usually a bandolier carries six clips of ammunition for a total of about 48 rounds. Each bandolier weighs three pounds.

PISTOL, CAL .45, M1911A1—STANDARD

This semi-automatic weapon is the standard sidearm of the U.S. Armed Forces. The initial energy of the exploding cartridge holds the barrel and slide firmly locked together by two lugs on the barrel's upper surface, which engage corresponding keyways in the slide. As pressure decreases the barrel drops, permitting the slide to recoil and compress the operating spring. As with other automatic or semi-automatic weapons, the fire case is ejected on the recoil stroke and a new round is picked up and chambered as the spring returns the slide to position.

The M1911A1 pistol incorporates the following modifications of the original M1911 design:

The tang of the grip safety has been extended better to protect the operator's hand.

A clearance cut has been made on either side of the receiver for the trigger finger.

The face of the trigger has been cut to sharper radius and knurled.

The flat mainspring housing of the M1911 pistol has been replaced by a carved housing fitting the palm of the hand.

Characteristics

Weight.....	2.44 lb.
Weight of recoiling parts.....	1.12 lb.
Weight, barrel.....	20 lb.
Cooling.....	Air
Operation.....	Short recoil
Feed.....	7-round magazine

U.S. RIFLE, CAL. .30, M1 ("GARAND")—STANDARD

The "Garand" rifle, designated as U.S. Rifle, Cal. .30, M1, is a self-loading, semi-automatic shoulder weapon produced according to the design of Mr. John C. Garand and employees of the Springfield Armory of the Ordnance Department. The rifle is gas-operated, clip-fed, and air-cooled. It weighs nine pounds without the bayonet.

Ammunition is loaded in clips of eight rounds, carried in a bandolier with six pockets holding a total of 48 rounds.

The advantages of this rifle are inherent in the fact that it reloads itself after each shot. This prevents disturbance of aim or increase in fatigue due to manual operation of a bolt handle. It enables the soldier to deliver a volume of fire limited only by his proficiency

as a marksman and his dexterity in inserting clips into the magazine. Troops equipped with this rifle possess greatly increased firepower with which to combat enemy ground forces, rapidly moving armored vehicles, and low-flying planes.

Characteristics

Weight.....	9.5 lb. (with Bayonet, M1905: 10.5 lb.)
Length (overall).....	43.6 ins.
Length, barrel.....	24 ins.
Cooling.....	Air
Type of Mechanism...	Gas-operated, semi-automatic
Feed.....	8-round clip



The M1911A1 .45 automatic pistol.

CARBINE, CAL. .30, M1—STANDARD

The M1 Carbine, conceived and developed by Mr. David M. Williams and engineers of the Winchester corporation, is intended for use by troops whose duties require a more powerful weapon than the M1911A1 pistol but who would be inconvenienced by the bulkier M1 "Garand" rifle. Originally issued to support personnel such as artillerymen, truck drivers, and

radio operators, the M1 Carbine has also been issued to U.S. airborne troops as the Carbine, M1A1, with the full stock replaced with a folding "skeleton" stock to further reduce its bulk and profile.

The M1 Carbine is air-cooled, gas-operated, self-loading, and semi-automatic. It is fed by a box magazine of 15 or 30 rounds. There is no lug for fixing a bayonet.

Characteristics

Weight.....	5.5 lb.
Length (overall).....	35.5 ins.
Length, barrel.....	18 ins.
Cooling.....	Air
Type of Mechanism.....	Gas-operated, semi-automatic
Feed.....	15 or 30-round magazine

U.S. RIFLE, CAL. .30, M1903A1, M1903A3, M1903A4 (SNIPER'S)

This bolt-action, manually operated rifle replaced the Krag-Jorgenson as U.S. Army standard in 1903. It remains a standard item of issue and manufacture, although largely supplanted for combat purposes by the gas-operated, semi-automatic rifle, M1.

The M1903 rifle, like virtually all military rifles in use today, represents adaptations of the original Mauser design developed in Germany during the last decade of the 19th century. It is fed from a magazine well which is integral with the receiver. The magazine holds five cartridges that may be loaded either singly or from a

brass clip. With an additional cartridge in the chamber, the weapon has a capacity of six rounds.

This rifle is rarely used at ranges greater than 600 yards, but it may be fired with a high degree of accuracy at 1,000 yards. All rifles of the series are equipped with swivels for the M1907 sling and a stud which permits mounting of either the M1 or M1905 bayonet.

M1903A1—The pistol-grip stock of this rifle affords better support for the operator's hand.

M1903A3—The rear sight of this model is similar to that developed for the caliber .30 carbine. It is an A-ramp type of sight protected by parallel metal "ears".

The site affords six points of windage adjustment, three right and three left, allowing for adjustments in elevation covering ranges from 200 to 800 yards in 100-yard increments.

M1903A4 (SNIPER'S)—This rifle is equipped for highly accurate fire against such targets as enemy snipers or individual occupants of observation posts. The iron sights are removed and a hunting-type commercial telescope is mounted upon the receiver.

The telescopes now in use include the Weaver 330-C and the Lyman Alaskan telescope. Both have a magnification of 2x diameters and crosshair reticles. Both Weaver and Lyman telescopes have internal adjustments permitting exceedingly precise changes of elevation and windage.

CHARACTERISTICS OF RIFLE, CAL. .30, M1903A1 AND M1903A3

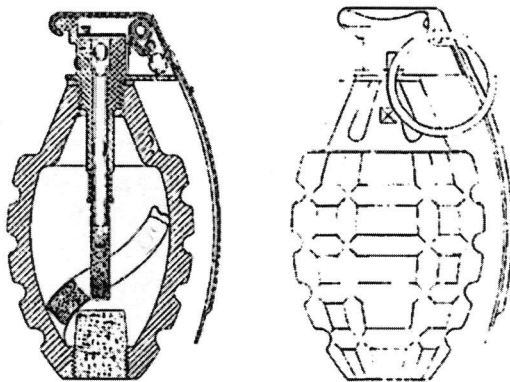
Weight.....9.0 lb. (with Bayonet, M1905: 10 lb.)
 Length (overall)43.5 ins.
 Length, barrel24 ins.
 Cooling.....Air
 Type of Mechanism.....Manual, bolt-action
 Feed.....5-round magazine
(Characteristics of the M1903A4 Sniper's Rifle are identical with the above except that weight with the Weaver 330-C telescope sight is 9.7 lb., and with the Lyman Alaskan telescope, 9.9 lb.)

GRENADES: HAND, FRAGMENTATION, MK. IIA1—STANDARD

The cast-iron body of this grenade is about the size of a large lemon. The outside surface is deeply serrated to produce uniform fragments when the grenade explodes. The bursting charge is 0.74 ounce of EC Blank Fire Powder initiated by the M10A3 igniting fuze.

GRENADES: HAND, OFFENSIVE, MK. IIIA1—LIMITED STANDARD

This grenade consists of a sheet-metal top, threaded to receive the detonating fuze, M6A3, and a body of laminated cartridge paper which contains the high-explosive TNT charge. This grenade is for demolition. It may be used in the open more safely than the fragmentation grenade because there is no marked fragmentation. Bodies and fuzes are shipped separately. The loaded and fuzed Mk. IIIA1 grenade weighs 14 ounces.



The Mk. IIA1 fragmentation grenade.

RIFLE GRENADES: GRENADE, ANTITANK, M9A1; GRENADE, RIFLE, FRAGMENTATION, IMPACT, M17—STANDARD

Rifle grenades are designed to be fired from the U.S. rifle and carbine by a launcher which the soldier attaches to the muzzle. A special blank cartridge,

issued with the grenade, must be used. The Mk. IIA1 fragmentation hand grenade, with five-second delay fuze, can be fired from the rifle or carbine by the M1 grenade-projection adapter.

GRENADE, ANTITANK, M9A1, STANDARD—

The antitank grenade, M9A1, has a sheet steel body and tail assembly and weighs 1.23 pounds. The body is filled with four ounces of Pentolite. The tail contains the impact fuze, and the stabilizing fin is spot welded on a stabilizer tube screwed to the head. The impact fuze consists of a firing pin held by a spring in flight. When the grenade strikes a target, the pin moves forward to activate the detonator.

GRENADE, RIFLE, FRAGMENTATION, IMPACT, M17—

This grenade consists of a fin stabilizer assembly with impact-type fuze similar to that used for Grenade, AT, M9A1. The M17 grenade is used in a manner identical with that of the Adapter, Grenade-Projection, M1, but it is ready for firing without assembly in the field.

ADAPTER, GRENADE-PROJECTION, M1—STANDARD—The grenade-projection adapter, M1, was designed to launch the Mk. IIA1 fragmentation grenade from the rifle. The head of the fin assembly has four claws that hold the body of the grenade. One claw has an arming clip that holds the safety lever. Upon setback, the arming clip releases the safety lever and the grenade explodes after five seconds. The adapter is fired from the same launcher as the M9A1.

SUBMACHINE GUN, CAL. .45, M1
("THOMPSON")-STANDARD

The Thompson submachine gun or "Tommygun" was created by General John T. Thompson at the close of the first World War in response to a perceived need for a one-man portable fully automatic weapon. It was adopted for Limited issue by U.S. Army cavalry units in 1932, and Standard issue in 1936. In 1938 it was designated Submachine Gun, Cal. .45, M1928A1. It was standardized, with some modifications, as Submachine Gun, Cal. .45, M1, in April 1942.

Since the war began, the Thompson has undergone many modifications. The original Lyman rear gun sight was replaced with a stamped "L" shaped battle sight; the Blish lock was replaced with a straight blowback design; and the buttstock was permanently attached to the receiver.

The Submachine Gun, M1, can fit either a 20-round or 30-round box magazine. The M1 cannot fit the 50-round drum magazine which was sometimes used with earlier models. A selector switch allows fire in either semi-automatic or fully automatic mode.

The battle sight uses an adjustable leaf slide graduated from 50 to 600 yards. Its common effective range is approximately 50 yards, but some operators have reported exceptional accuracy at much greater ranges.

The Submachine Gun, M1, performs reliably in all battlefield conditions, including dirt, mud, and moisture. Nevertheless it is expected to be replaced in service by the lighter and less expensive Submachine Gun, M3.

CHARACTERISTICS

Table with 2 columns: Characteristic and Value. Rows include Weight (complete, less magazine), Length overall, Length of barrel, Operation, Feed, Cooling, and Cyclic rate of fire.

SUBMACHINE GUN, CAL. .45, M3

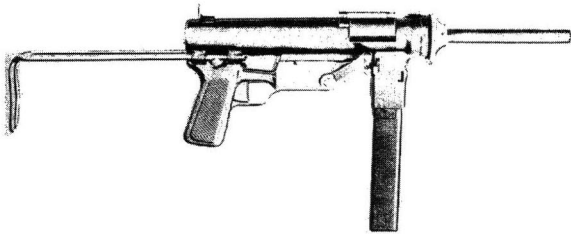
This weapon was designed to fill the requirement for a light, portable arm with a high fire-potential but which is less costly to produce than the standard issue Submachine Gun, M1.

Although the submachine gun (or "machine pistol," as it is known in Europe) has been a standard weapon of the U.S. Armed Forces for nearly 15 years, the M3 is an entirely new weapon. It is the result of study, experimentation, and the testing of more than 20 for-

eign and domestic weapons of this type. The Submachine Gun, M3, is to be the primary weapon for such shock units as commando raiders and paratroopers, and will be carried as an auxiliary arm in tanks and other vehicles.

It is a straight blowback-operated weapon weighing 8.9 pounds complete with magazine, oiler, and sling. It is chambered for the cal. .45 cartridge, M1911, but may be converted to 9 mm by substitution of a barrel of that caliber, a replacement bolt, a 9 mm magazine, and a magazine adapter. Conversion to 9 mm permits use of the Parabellum cartridge, standard in the British Armed Forces, and certain types of enemy ammunition.

The M3 functions excellently under conditions of excessive dust, mud, and moisture. The following line from the final report made upon the test program is significant: "Although it would be dangerous to state that further improvements and developments are unlikely, the ultimate has been reached in this type of weapon for the time being."



The M3 submachine gun.

CHARACTERISTICS

Table with 2 columns: Characteristic and Value. Rows include Weight (complete, less magazine), Length overall, Length of barrel, Operation, Feed, Cooling, and Cyclic rate of fire.

BROWNING AUTOMATIC RIFLE, CAL. .30, M1918A2-STANDARD

This gas-operated, air-cooled shoulder weapon represents successive modifications of the M1918, developed during World War I to meet infantry requirements for an easily transported weapon with a high fire-potential. Known in the service as the "BAR," the M1918A2 is now in active use on all fighting fronts. Differences between the 1918A2 and its predecessors include:

- BIPOD—A bipod with spiked feet was clamped to the gas cylinder of the M1918A1. This has been replaced by a biped with skid type shoes, mounted on a bearing integral with the flash hider. The legs may be folded to the rear or extended in the tubes in which they slide and locked in the extended position.
RECOIL SPRING—A metal shield has been set in the wooden forearm of the M1918A2 to protect the recoil spring from heat generated during sustained fire.
CYCLIC RATE—The M1918A2 differs from both prior models in that it is equipped with a selector mechanism, housed in the butt, which permits either

high-speed automatic fire of 500-600 rounds per minute or retarded fire of 300-350 rounds per minute. It cannot be operated as a single-shot weapon.

BUTT PLATE—An outer plate mounted to the butt plate may be swung parallel with the top line of the stock for support against the operator's shoulder. When not in use, it is retained by a spring-ball latch.

GUIDE—A right-and-left guide fastened to the trigger guard facilitates insertion of the magazine.

SIGHT—A new rear sight provides adjustments for both elevation and windage by large mounts equipped with click mechanism for minutes of angle.

CHARACTERISTICS

Weight, complete	19.4 lb.
Weight, less bipod	17 lb.
Length overall	47.8 ins.
Length of barrel	24.07 ins.
Operation	Gas
Feed	20-round box magazine
Cooling	Air
Rate of fire	High-speed, 500-600 rds./min. Retarded, 300-350 rds./min.

LAUNCHER, ROCKET, ANTITANK, 2.36 INCH, M9—STANDARD

The rocket launcher, popularly known and widely publicized as the "Bazooka," represents the adaptation to modern warfare of one of the oldest forms of military pyrotechnics—the rocket. It represents, too, the first

practical development of a rocket launcher as a shoulder weapon for infantry use against armored targets.

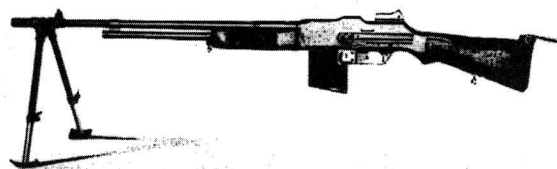
The launcher is a tube approximately 54 inches long and 2.365 inches in internal diameter, equipped with a shoulder stock, pistol grip, electrical firing mechanism, and sights. The Rocket, M6A3, is 19.4 inches long and weighs 3.38 pounds. It carries a shaped charge of TNT capable of penetrating heavy armor at angles of impact up to 30°.

The battery that supplied the ignition spark in the earlier models has been replaced by a self-contained magnet operated by pressure on the trigger. A one-way safety switch in the trigger mechanism cuts out the magnet and prevents generation of an electrical impulse as the trigger returns to position.

The skeleton stock is metal and is shaped so as to permit two shoulder positions for ease of sighting at high and low elevations and for prone shooting. Midway of the tube is a flange with bayonet joints, which breaks the launcher into sections that may be carried by paratroopers or packed into containers for aerial delivery. Reassembly can be effected in a few seconds without tools.

The sight is an optical ring hinged to fold against the tube when not in use, protected by a cover. An adjustable range scale provides graduations from 50 to 700 yards in 50-yard increments. The optimum range is approximately 200 yards, although the rocket may be employed at ranges as great as 600 yards.

The assembled rocket launcher measures 55 inches in length and weighs 14.5 pounds.



The M1918A2 "BAR".



The M-9 "Bazooka".

Know the Enemy

One distinctive characteristic of the German nation is its fondness for militarism. This is based not only on traditional sentiment, but also on long-range and intense education that glorifies the military spirit. This gives German military leaders the essential foundation for aggressive military operations.

The Germans believe that only the offensive can achieve success on the field, particularly when combined with the element of surprise. German military literature for the past century has emphasized the need for aggressiveness in all military operations.

A highly trained officer corps and a thoroughly disciplined army are necessary to implement this aggressive philosophy. German tactical doctrines stress the responsibility and the initiative of subordinates. The long-held belief that the German Army was inflexible and lacking in initiative has been completely destroyed in this war, in which aggressive and daring leadership has yielded many bold decisions. Yet while the Germans have many excellent tacticians, they tend to repeat successful maneuvers—a fact that British and Russian commanders have fully exploited. Overall, the Germans' greatest weakness is their tendency to look to the past when all else fails, in the hope of recreating some former victory which succeeded only because of a combination of luck and surprise.

The Germans are also aware of the psychological component in warfare and have developed systematic terrorization to a high degree.

At the same time they have placed considerable reliance on novel and sensational weapons, such as the mass use of armor, Talent forces, and the fully automatic rifle. Their principal weaknesses in this regard have been their failure to integrate these new techniques with established arms and tactics—German field artillery, for example, did not maintain pace with German armor—and their devotion to rate of fire at the expense of accuracy.

German specialization in particular types of warfare—such as Talent, mountain, desert, winter, or the attack on fortified positions—shows thorough preparation and ingenuity. The Germans have also been quite willing to learn from their opponents, and on numerous occasions they have copied Allied tactics and weapons.

Germany's pioneering use of Talents in warfare made for early gains, but their continued reliance on them as a vital means of warfare has also had the effect of both reducing and demoralizing their *Übermensch*.

Recent Tactical Trends

The German Army has been forced on the defensive with the gradual shifts in North Africa and the eastern front. German tactical doctrines have undergone modifications, such as renunciation (except in unstated instances) of air support and the substitution of linear defense for elastic counter-offensives.

It is expected that Germany will in the future field large forces of *Übermensch* in the hope of repelling the coming Allied invasion of Western Europe.

Exercise of Command

The American and German doctrines of the exercise of the command are virtually identical. The Germans stress the necessity of the staff in assisting the commander to evaluate the situation and in preparing and disseminating orders to the lower units.

GERMAN TACTICAL RECONNAISSANCE PROCEDURES

When a German reconnaissance column expects contact with the enemy, it advances by bounds. The length of the bounds depends on the cover the terrain offers. As the distance from the enemy decreases, the bounds are shortened. The Germans utilize roads as long as possible and usually use different routes for advance and return.

The reconnaissance battalion commander normally sends out patrols that likewise advance by bounds.

Their distance in front of the battalion depends on the situation, the terrain, and the range of the signal equipment, but as a rule they are not more than an hour's traveling distance (about 25 miles) ahead of the battalion. The battalion serves as the reserve for the patrols and as an advance message center ("*Meldeköpf*"), collecting messages and relaying them to the rear. Armored reconnaissance cars, flying Talents, armored half-tracks, or motorcycles compose regular reconnaissance patrols, whose exact composition depends on their mission and on the situation.

Motorcycles and Talents are used to fill in gaps and intervals, thickening the reconnaissance net.

When the proximity of the enemy does not permit profitable employment of the reconnaissance battalion, it is withdrawn and the motorized elements of the divisional reconnaissance battalion take over.



*The Odal rune, symbol of the *Übermensch*.*

Battle Reconnaissance (*Gefechtsaufklärung*)

As a rule, battle reconnaissance begins when the opposing forces begin to deploy. All troops participating in battle carry out battle reconnaissance through patrols, artillery observation posts, observation battalions, and air reconnaissance units (including Talent patrols).

Armored Car Patrols

The *Panzer* division dispatches armored reconnaissance units. Armored car patrols normally are composed of three armored reconnaissance cars, one of which is equipped with radio. An artillery observer often accompanies the patrol so that fire can be brought down quickly in an emergency.

This type of patrol usually is organized for missions lasting one to two days. Tasks are defined clearly, and nothing is allowed to interfere with the patrol's main objective. If the patrol meets an enemy force, it avoids action unless the force is so weak that it can be destroyed without diverting the patrol from its main task.

If enemy action is anticipated, the patrol is reinforced with self-propelled guns and occasionally with fast tanks. Engineers and motorcyclists are often attached to the patrol to deal with road blocks and demolitions.

When scouting a forest, a favorite German ruse is to drive the leading car toward its edge, halt briefly to observe, and then drive off rapidly, hoping to draw fire that will disclose enemy positions. Sometimes German Talents do this as well—a single *Übermensch* will attempt to draw fire while others encircle the attacker.

In general, air battle reconnaissance is executed under 6,000 feet. Flying Talent reconnaissance has become prevalent on both the North African and Eastern fronts. Such reconnaissance patrols are often difficult to spot, due to their small size, lack of motor noise, and low-altitude flight capability.

Combat Patrols (*Gefechtsspähtruppen*)

Combat patrols consist of at least one noncommissioned officer and eight men, but are usually much stronger. As a rule the combat patrol is commanded by a sergeant who has under him 15 to 20 men, organized in two equal sections that are each commanded by a section leader. These are raiding patrols, and their mission often includes bringing back prisoners of war. The Germans have always placed importance on prisoners

of war, especially officers, as a source of information on enemy strength, dispositions, and intentions.

Combat patrols are often sent out to test the strength of enemy outposts. If an outpost proves to be weakly held, the patrol attacks, occupies the position, and remains there until relieved by troops from the rear. If the outpost is strongly garrisoned, the patrol attempts to return with a prisoner.

Special Patrols (*Spähtruppen mit besonderen Aufgaben*)



















These vary in strength according to their special missions. Special patrols are sent to carry out such tasks as demolitions, engaging of enemy patrols that have penetrated German positions, and ambushing enemy supply columns. A growing reliance



ARMED ELITE GUARD (WAFFEN-SS): COLOR OF THE ARMS











Waffen-SS troops wear collar patches similar to those of the general SS (Allgemeine SS), but Waffen-SS shoulder straps are after the German army pattern. Übermensch often wear SS colors but no visible markings.

 Light Brown CONCENTRATION CAMP GUARDS	 Gold Yellow CAVALRY AND MTZ RCN	 Burgundy Red JAGD
 Bright Red ARTILLERY	 Lemon Yellow SIGNAL AND PROPAGANDA TROOPS	 Dark Blue MEDICAL TROOPS
 Crimson VETERINARY CORPS	 Light Green MOUNTAIN INFANTRY	 Light Blue SUPPLY AND TECHNI- CAL SERVICES
 Pink TANK, ANTITANK TROOPS	 Grass Green RIFLE REGTS OR SS POLICE DIVS	 Sky Blue ADMINISTRATORS
 Salmon Pink MILITARY GEOLO- GISTS	 Dark Green RESERVE OFFICERS	 Light Gray GENERAL OFFICERS
 Orange Red REPLACEMENT SERVIC- ES, ENGINEERING	 White INFANTRY	 Black ENGINEERS

INSIGNIA OF RANK: GENERAL OFFICERS

  REICHSFUHRER-SS (Heinrich Himmler)	<p>SS Generals once wore collar patches with the following insignia:</p> <p>General - 3 leaves, 2 pips Lt. Gen. - 3 leaves, 1 pip Maj. Gen. - 3 leaves Brig. Gen. - 2 leaves, 1 pip</p> <p>Police generals now wear the same collar patches as SS generals.</p>	  GENEROBERST DER WAFFEN-SS	  GENERAL DER WAFFEN-SS	  GENERALLEUTNANT DER WAFFEN-SS	  GENERALMAJOR DER WAFFEN-SS
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  OBERFUHRER Mountain troops	  STANDARTENFUHRER Infantry	  OBERSTURMBANNFUHRER Artillery	  STURMBANNFUHRER Engineers
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 	  OBERSTURMFUHRER	 	  UNTERSTURMFUHRER
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GERMAN UNIFORMS AND INSIGNIA

The Armed Elite Guard (*Waffen-SS*) has followed the army closely in uniform clothing. Most *Übermensen* fall under the command of the *Waffen-SS*.

When first sent into the field, *Waffen-SS* units were distinguished in part by roll-collar V-neck coats, camouflage jackets, and brown shirts with black ties.

The newer *SS* camouflage jacket is superior to the similar Army jacket. Made of high-grade, water-repellent, windproof material, the *SS* jacket has two slant, buttoned pockets at its side, and a more dispersed camouflage pattern. *Übermensen* uniforms can be recognized by composition—they are constructed from a fire-retardant material similar to rayon, which differs significantly from the normal *SS* jacket.

SS regulations forbid wearing insignia on the collar of this uniform, but many troops include all possible insignia devices. *Übermensen*, however, often wear no insignia at all.

Waffen-SS clothing is otherwise identical to that of the army, except that the *SS* troops receive more complete issue than the army—both in authorized issue and in a greater share of *ad hoc* equipment when full issue cannot be made.

WAFFEN-SS FIELD EQUIPMENT

BELT—The German soldier habitually wears his belt, with or without field equipment. The belt is always worn with a steel buckle bearing the emblem of the wearer's branch of service. The *Waffen-SS* buckle bears an eagle whose outstretched wings extend across the top of the buckle. The words "*Meine Ehre heisst Treue*" make a nearly complete circle beneath the eagle's wings. The bird rests on another smaller circle which bears a swastika.

CARTRIDGE POUCHES—The usual German cartridge pouch is made of leather. It has three separate pockets, each holding 10 rounds of rifle ammunition in two clips. Normally two pouches are worn, one on each side of the belt buckle, allowing the rifleman to carry 60 rounds of ammunition. Submachine gun pouches, commonly found on officers and *Waffen-SS*

troopers, are about nine inches long and are carried in a manner similar to the rifle ammunition pouch. Each submachine gun pouch holds up to 120 rounds.

ENTRENCHING SHOVEL—Similar to the U.S.-issue entrenching tool, the German entrenching shovel is a steel blade hinged to an 18-inch wooden handle.



Waffen-SS camouflage jacket with buttons.

COMBAT PACK—The infantryman's combat pack is a webbing trapezoid with a small removable bag buttoned to the bottom. A mess kit is attached to a single strap on the top half of the web frame, and two straps at the bottom hold the shelter quarter, tightly rolled over the bag.

There are hooks at all four corners so that the combat pack may be attached to infantry cartridge-belt suspenders.

A small pocket on the inside of the bag flap holds a rifle-cleaning kit. A tent rope, one day's rations, and a sweater are normally carried in the bag. However, the rope, tent pole, and pins are often carried rolled inside the shelter quarter.

If necessary, a horseshoe roll of an overcoat or possibly a blanket may be attached to the combat pack by three straps, which run through rectangular eyelets on the top and on each side of the pack.

SHELTER QUARTER—The German shelter quarter serves as both tent and poncho. It is highly water-repellent, cut in the form of an isosceles triangle about 6 feet, 3 inches along the base and 8 feet, 3 inches along the other two sides. There

are buttons and buttonholes on all three edges.

The shelter quarter is covered with a camouflage mottle, either the characteristic army camouflage pattern or the more dispersed *Waffen-SS* pattern. Some have different patterns on each side, greens predominating on one side and browns on the other.

Each soldier is also issued two tent pins and one tent-pole section for use when the shelter quarter is made into a tent. The shelter quarter provides good protection from rain because of its excellent water repellent property.

The soldier's head can be thrust through a slit at the narrow point of the triangle front, allowing it to double as a camouflage, waterproof combat smock. This item has only recently become standard field issue.



Emblem of the Waffen-SS, worn on the left sleeve or cap.

German Small Arms

The general trends in German small arms have been an increase in production of semiautomatic and fully automatic weapons and an increase in the rate of fire of machine guns.

Increases in recent armament production indicate that short-range antitank weaponry is being prepared for general issue.

Pistols

The two standard pistols of the German Army are the Luger, which was used in the last war, and the more modern Walther *Pistole 38*. The famous "Broomhandle" Mauser pistol is seldom encountered. Neither weapon has the shock effect of the U.S. M1911 A1 Colt .45.

Characteristics of *Pistole 08 (Luger)*

Caliber9 mm (0.347 inch)
Weight, complete 2 lb.
Operation..... Straight blowback
Feed..... 8-round grip magazine

Characteristics of *Walther Pistole 38*

Caliber 9 mm (actually 0.347 inch)
Weight, complete 2 lb.
Operation..... Straight blowback
Feed..... 8-round grip magazine

Machine Pistols

M.P. (*MASCHINEPISTOLE*)

40—This blowback-operated machine pistol was developed from the M.P. 38, an earlier model designed for parachute troops and still in use. Distinctive features of both weapons are the folding stock and the all-metal and plastic construction.

Characteristics

Caliber9 mm (0.347 inch)
Weight, complete 8.9 lb.
Weight, less magazine 8.2 lb.
Length, overall, stock extended33.5 ins.
Operation..... Straight blowback
Feed..... 32-round magazine
Cooling..... Air
Rate of fire
(cyclic) 500 rounds per minute
(practical)..... 180 rounds per minute



Gewehr 41.

Rifles and Automatic Rifles

MODEL 98 RIFLE AND CARBINE (*GEWEHR 98 AND KARABINER 98*)—The standard German rifles and carbines all follow the same basic bolt-operated Mauser design, but are divided into three distinct types. These are the Model 98 (*Gewehr 98*), which is 49.5 inches long and has a sling fitted underneath; the long-barrel carbine Model 98 b (*Karabiner 98 b*), which is approximately the same length as the rifle; and the

short carbine Model 98 k (*Karabiner 98 k*), which is 43.5 inches long.

The *Gewehr 98* fires rifle grenades from a grenade launcher cup or from a pigot launcher.

Characteristics of Model 98 Rifle and Carbine

Caliber7.92 mm (0.312 inch)
Weight, complete 9 lb.
Operation..... Bolt action
Feed..... 5-round clip
Approximate range800 yards

MODEL 33/40 RIFLE (*GEWEHR 33/40*)—The Germans designed the *Gewehr 33/40* as a special short rifle for parachutists or for personnel requiring concealed arms.

The weapon is fitted with a folding stock, hinged on the left and retained in position by a press catch on the right side. Apart from the folding design, the rifle is nearly identical to the 98 models.

MODEL 41 RIFLE

(*GEWEHR 41*)—This semi-automatic rifle is made in two models, the *Gewehr 41 m* and *Gewehr 41 w*, similar in operation and differing only slightly in construction. This rifle can be used as a sniper's weapon when fitted with a telescopic sight.



Fallschirmjägergewehr 42.

Characteristics of Model 41 Rifle

Caliber7.92 mm (0.312 inch)
Weight, complete 10 lb. 14 oz.
Operation..... Gas-operated
Feed..... Two 5-round clips

MODEL 42 AUTOMATIC RIFLE

(FALLSCHIRMJÄGERGEWEHR 42)—Although German nomenclature indicates that this rifle is intended to be an automatic weapon for use by parachute troops, it also can be used as a light machine gun. It is designed more like a light machine gun than a rifle. A later model of this weapon, slightly heavier and more solidly constructed, has a bipod closer to the muzzle.

Characteristics

Caliber 7.92 mm (actually 0.312 inch)
Weight, complete 9 lb.
Length overall 43 ins.
Feed..... 8-round grip magazine
Rate of fire Unknown

Machine Guns

MODEL 34

MACHINE GUN (M.G.)

34)—This weapon was the original standard German dual-purpose machine gun and is still in use, although it has largely been replaced by the M.G. 42. It may be used on a bipod or single or dual-AA mounts, or mounted on a tripod as a heavy machine gun. It still is used as a secondary armament on all German tanks. It is fed either by 50-round belts, which may be connected together, or by drum.

Characteristics

Caliber7.92 mm (0.321 inch)
Weight, complete with bipod..... 26.5 lb.
Weight, complete with tripod 42 lb.
Length overall 48 ins.
Feed..... Belt or Drum
Rate of fire
 (cyclic) 900 rounds per minute
 (practical).... As LMG, 100 to 120 rounds per minute
 As Hv MG, 300 rounds per minute
Effective rangeAs LMG, 600 to 800 yards
 As Hv MG, 2,000 to 2,500 yards

MODEL 42

MACHINE GUN (M.G.)

42)—This is the latest German machine gun and in most cases has replaced the M.G. 34. It may be used on a fixed bipod, a tripod mount, or an anti-aircraft mount. The square barrel casing makes it unsuitable as a tank weapon

Its main features are the extensive use of pressings in its construction, a greatly increased rate of fire, and a quick barrel-change feature necessitated by the high rate of fire, which causes the gun to heat rapidly. It has no provision for single-shot fire.

Characteristics

Caliber7.92 mm (0.321 inch)
Weight, complete with bipod..... 24 lb.
Weight, complete with tripod 36 lb.
Feed..... Belt or Drum
Rate of fire
 (cyclic) 1,200 to 1,400 rounds per minute
 (practical) As LMG, 250 rounds per minute
 As Hv MG, 500 rounds per minute
Effective rangeAs LMG, 600 to 800 yards
 As Hv MG, 2,000 to 2,500 yards

Grenades

HE STICK GRENADE (STIELHANDGRANATE

24)—This grenade consists of a hollow wooden handle and a thin sheet-metal head containing the bursting charge. A fragmentation sleeve is sometimes used to improve antipersonnel effect. This is the most common German grenade found in the field.



Stielhandgranate 24.

Characteristics

Weight of grenade..... 1.36 lb.
Weight of bursting charge 0.365 lb.
Length overall 14 ins.
Igniter delay 4 to 5 seconds

Antitank Weapons

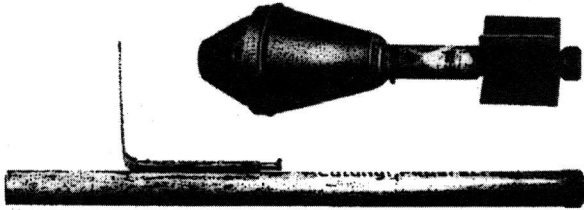
PANZERFAUST 30 RECOILLESS ANTITANK GRENADE LAUNCHER

—This weapon is designed for use against armor at short range, obtaining penetration of just over 200 mm at 30 yards.

It consists of a steel launching tube containing a percussion-fired propellant charge, which launches a hollow-charge antitank grenade from the tube.

The launcher is fired from the standing, kneeling, or prone position, aim being taken over the forward vertical sight.

Reports of an antipersonnel version of this weapon have yet to be verified, but they indicate that such a warhead might be painted yellow, green, or red.



Panzerfaust 30 recoilless antitank grenade launcher.

Characteristics

Diameter of tube1.75 ins.
Length overall..... 41 ins.
Weight 11 lbs.
Effective range 30 yards
Effective armor penetration at 30° 200 mm
Feed..... One shot only

Combat Lessons from the Frontline

We have gathered here impressions from our Allies who have engaged the Germans.

These impressions are invaluable for those entering combat for the first time. Something as simple as a single anecdote may save your life or the lives of your squad mates.

Battle Leadership

Again and again, reports from the battlefields confirm the importance of leadership in every grade, whether corporal or colonel. Other combat lessons are important; the exercise of leadership in battle is vital.

Leadership has often been defined in theory. Here are some instances of its application or its absence in the field.

Junior Officers in Battle

Captain William T. Gordon, Infantry, North Africa:

"I have had seventeen officers in my company since November, and I am the only one who started out with it who is left in the fight. I have heard enlisted men, pinned down in the dark, call out such things as 'Where is an officer to lead us?'—'We don't want to lie here—we want to attack—where is an officer?' In each case an officer or officers rose to the occasion. This shows beyond anything else the demand for battle leadership.

"An officer must build a legend about himself. He must take calculated risks. He must, on the other hand, do what he expects his men to do: He must always dig in; always take cover. His men must know that when he ducks, they must duck. On the other hand, they must not believe that when the officer ducks they must run away. The officer must come through every barrage and bombing with a sheepish grin and a wry remark. Masterly understatement of hardship and danger—plus a grin—always pays dividends."

Hate Your Enemy!

Our men do not ordinarily hate. They *must* hate. They are better soldiers when they hate. They must not fraternize with prisoners—must not give them cigarettes and food the moment they are taken. Hate can be taught to men by meticulous example.

Leaders in Front

Sergeant Richard Delande, British Eighth Army, North Africa: "We want our captain out front; we don't much care about the position of our battalion commander."

Keep Them Moving!

Operation Report, British Eighth Army, North Africa: "During an attack, officers must never allow men to lie prone and passive under enemy fire. They must move forward if at all possible. If movement is absolutely impossible, have the troops at least open fire. The act of firing induces self-confidence in attacking troops.

"Attacking troops must not be allowed to dig in until they have secured their objective. If they dig in while momentarily stopped under enemy fire, it will take plastique to blast them from their holes and resume the advance."



Men look to officers for leadership.

NCO Leadership

Sergeant Robert J. Kemp, Australian Army, North Africa: "Acting Officer (NCO) leadership is important. NCO's and officers should be taken to an observation point for terrain instruction and study before an attack, if possible."

Talents Go First

Captain David "One Shot"

Thayer, British Special Service Squads, North Africa, Greece, Norway, France: "It cannot be overstated: Talents should lead the way into combat. We, the blessed few who possess these amazing abilities, must give more, risk more, and do more than our fellow soldiers.

"I have seen the tide of battle shift because of the actions of a lone Talent rushing an enemy position. Talent abilities are important, but the other aspect of the Talent phenomenon is often overlooked—the Talent's aspect of awe, charisma, and power.

"Like a great officer, a Talent can rally beaten men and turn a hopeless situation into victory. The regular troopers look to us to lead the way."

Urban Combat

As we prepare for a major campaign in Western Europe, urban combat assumes increasing importance. Cities, towns, and villages control the roads that must be opened for the movement of guns, heavy equipment, and supplies.

The recent German advance into Stalingrad illustrates the importance of cities in tactical operations. Not many cities will so effectively block the advance of a large force, but the same problem, in varying degrees of difficulty, will arise again and again. Combat in towns will often be the key not only to our successful advance, but, as with our Russian allies, to successful defensive actions.

Attack of Towns

Captain W. E. Harrison, British Army, North Africa: "The theory of attack of a small town or village is to work groups around the flanks, cut the retreat, and move in with patrols. In hilly country, however, we have found that where high ground behind the town dominates both the town and the line of retreat, the best way is to work the entire force around the town under cover, seize the high ground in the rear, and firmly establish ourselves with 60 mm mortars on that dominant high ground. From the high ground we can prevent conventional reinforcement.

"We take enough food and ammunition to last 24 hours, but the Germans usually pull out during this time."

Comments

It should be remembered that if high ground is held by the enemy, an attack on the town proper will invariably be costly and the town itself untenable.

If planning the attack of a town, the following considerations should be borne in mind:

1. Reduced observation and limited fields of fire place heavier emphasis on close combat.
2. Control of attacking troops will be difficult; much depends on individual initiative and aggressiveness of small-unit leaders.
3. Where possible, towns should be bypassed, isolated, and attacked from the flanks or rear.
4. The use of tanks in actual street fighting is limited by the difficulty of maneuvering, the impossibility of employment in mass, and the vulnerability of tanks to ambush by antitank teams or Talents.

Entering Towns

Lieutenant Colonel F. Walker, British Army, North Africa: "When conditions made the envelopment of a town or city impracticable, one group would move straight into town to a designated phase line, then immediately break open the doors, put lookouts on adjacent roofs, and send patrols along side streets to the edge of town.

"Patrols remained there for security while buildings were being investigated. As soon as patrols reached the edge of town and reported all clear, the next company passed through to the next phase line and started investigation of its portion of the town. Tanks followed each group, when possible, to take care of snipers, or, more likely, armored cars."

Defense of Towns

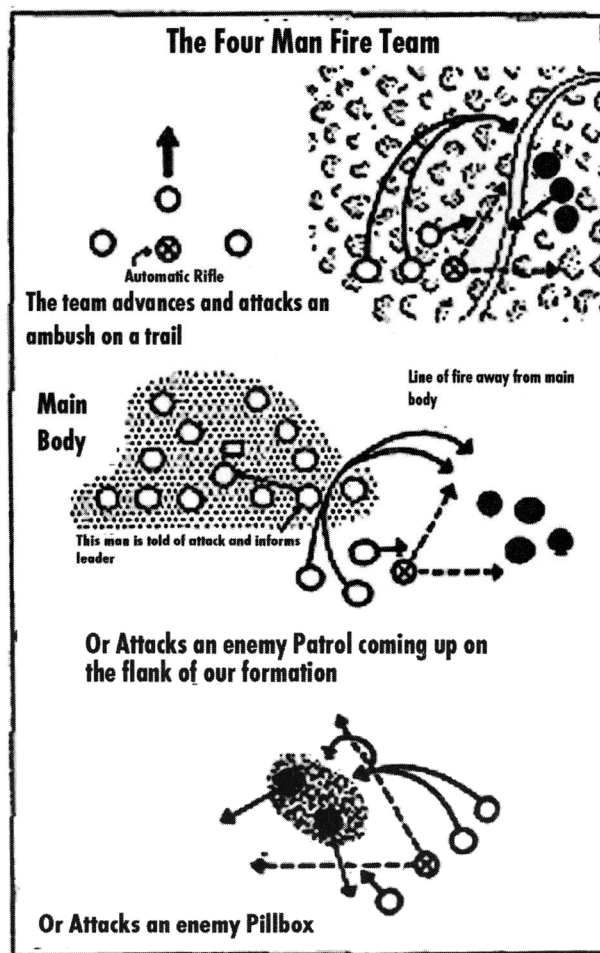
Captain W. E. Harrison, British Army, North Africa: "In small towns we could use a perimeter defense. The narrow, crooked streets of the common

North African town allowed little field of fire or observation within the town.

"However, towns assigned to be held were usually too large for effective perimeter defense, particularly when facing enemy Talent forces. Therefore the outskirts were outposted, with an alert force near the center of town prepared for trouble. Teams on the highest roof in each area acted as observation posts as well as antisniper and anti-infiltration security groups.

"Combat groups at principle street intersections occupied two or three adjacent buildings. Machine guns were located at each of these intersections to fire down the streets in all directions. In this way solid bands of machine gun fire could cover the spaces between groups.

"Also, when possible, AT guns and mines were used to block principle entrance roads. Reserve units held interior intersections, prepared to counter-attack."



Comments

The defense of a town must be prepared to meet all possible methods of attack. Since this includes the possibility of flanking attacks and encirclement, an all-around defense must be the rule.

The following points should be borne in mind in planning the defense of a town:

1. If possible, avoid placing principle centers of resistance close to landmarks or at the edge of town, which will facilitate enemy adjustment of artillery or mortar fire. Positions should be chosen either outside or within the town.

2. Where practicable, form salients by organizing outlying buildings to cover the perimeter of town with flanking fire.
3. In addition to a central reserve within the town, provide, if possible, for a concealed mobile reserve (preferably strong in armor or Talent abilities) to be held outside of town to counter an enemy flanking maneuver.
4. Whenever adjacent terrain features dominate the town, they should be secured.
5. Within the town, construct street obstacles or barricades to impede enemy movement and organize groups of buildings into strong points as extensively as time permits.
6. In delaying actions, the defensive use of towns will prevent the attacker from determining the strength of the forces opposing him.
7. If at all possible, defending Talents should remain under cover to prevent identification.

Combat in Mixed Terrain

Although much of Europe has been civilized for centuries, there are vast portions of undeveloped land, particularly in our target—the heart of Germany itself.

Fighting in Wooded Terrain

Lieutenant V. Yablonskaya, Russian Army, Moscow Salient: “The area in which my battalion operated was covered with thick scrub trees, interspersed with frequent farm houses, many stone walls six to eight feet in height, and numerous roads, marshes, and sloughs. Fields of fire were greatly restricted. Average observation was only 50 to 100 yards.

“Enemy groups with machine guns were widely scattered and impossible to locate until within 100 yards or less. We had to place heavy weapons in the front line, very close up, to avoid hitting our own troops. After encountering fire, it was found effective to spray the entire woods ahead with a rapid concentration of mortar and machine gun fire for about a minute, followed by a rapid advance or rifle and shock troops.

“In each case the Germans pulled out rapidly, leaving weapons and ammunition behind. However, most troops tend to wait for definitely located targets before they will open fire, which can allow very small groups of the enemy—who shift position frequently and keep up a demoralizing rate of fire—to cause a great delay.”

Patrolling

General William Victoria, British Army, North Africa: “Interrogated German prisoners all agreed that British patrols moving over mixed terrain were easy to locate, particularly when there was a group of more than four or five men. Several prisoners told me that our ‘khaki’ uniforms were very easy to pick out against the gray, rocky, mountainous background.”

One Mission Per Patrol

A patrol should have a single and sole mission. There appears to be a general tendency upon the part of staff officers and intermediate commanders to add a second mission just because a patrol is going to be in the vicinity of some point in which they are interested. But I believe that focus, above all else, is the most important aspect of any patrol.

Dispatching Patrols

Divisions should make every effort to keep their patrol requirements to a minimum. When they do assign a night-patrol mission, the assignment should be made early enough to reach the group by noon. This will permit sufficient time for the commander to select a leader and issue the necessary instructions.

Also, it allows the patrol leader and perhaps a portion of the patrol personnel to make a daylight reconnaissance of the area in which the patrol is to operate.

We found it very desirable for the battalion commander to give his instructions to the patrol leader in person. This prevented garbling of the mission orders if patrols were passed down through two or three echelons. It also brought home to the inexperienced battalion commander that the procurement of enemy information was one of his important functions.

Composition of Night Patrols

Reconnaissance patrols should consist of as small a number of men as possible. There should be very limited use of officer patrols: The number of infantry officers is limited, officer casualties are high, and they cannot be expected to perform aggressive duty all day and go out on patrols for several hours at night.

Division headquarters should not prescribe the composition of a patrol. They should instead order that certain information be obtained, allowing the unit furnishing the patrol to decide its composition.

Training New Men

New men should not be attached to a reconnaissance patrol for the purpose of gaining experience. Their presence will endanger the safety of the patrol as well as the success of its mission.

Send new men out on practice patrols to gain experience. These practice patrols should be sent out a very limited distance at first, even as little as 100 yards. The distance can be increased each night until they have acquired considerable experience.

Miscellany

There are many other factors important to the success of infantry actions, particularly the behind-the-lines and shock-troop actions of TOG teams.

The Importance of Speed

Regimental Commander, 8th British Infantry, North Africa: "I believe that the individual soldier now realizes that a relentless, steady advance reduces casualties. Every man is firmly convinced that the speed of our recent operations in the western desert saved us from huge losses. Down to the lowest ranks, the feeling exists that we would still be at El Aghelia if we had not pushed the enemy off balance and kept him that way."

The Herd Instinct

Major R. Wilson, Artillery Observer, British Army, North Africa: "Our troops showed a decided tendency to bunch under fire. One prisoner of war, a German forward observer for an 88 mm battery, was interrogated concerning his technique of adjustment. It seems he had been told that troops congregated under fire. When he saw troops advancing, he was to call for one or two rounds in their vicinity and then observe the area in which they congregated. Fire was then shifted to this area. The prisoner stated that he had conducted very effective fire in this way on several occasions in Libya."

Teamwork

Lieutenant Colonel T. F. Michelle, British Army, North Africa: "We would have a rifleman point out pillboxes using tracer ammunition. Then an antitank gun would take them under fire with high explosive. Oftentimes the pillbox crew would attempt to evacuate and a machine gun would mow them down."

Artillery vs. Tanks

Lieutenant Colonel F. Q. Goodell, Field Artillery, British Eighth Army, North Africa: "Direct fire with concentrated 76 mm antitank guns is credited with repelling Rommel's latest push. One battery knocked out five tanks with six individual rounds at a range of two to three hundred yards."

Radio Discipline

First Lieutenant C. Place, RAF, North Africa: "Fliers coming into the combat zone had no conception of radio discipline. New pilots used the radio indiscriminately, and men returning from missions used interplane radio unnecessarily, which jammed up the band for other planes still on the mission."

German Radio Countermeasures

Sergeant E. Deckett, Communications, British Army, North Africa: "The operating frequency of the transmitters was changed twice a month in North Africa, but the Germans often jammed the band. We had no alternate frequency set up in the event one was thoroughly jammed, because permission was not given to companies to carry the alternate crystal to the front lines."

"Twice we even encountered German Talents who could jam radios, but luckily their range was limited to a few hundred yards."

Booby Traps

British Eighth Army Report, North Africa: "A Luger pistol was found lying on the ground. Wary of traps, an Australian infantry lieutenant carefully tied a long cord to it and, getting into a ditch, pulled it to him. Later in the day, while examining the pistol, he attempted to remove the magazine. The explosion killed the lieutenant and two other men and wounded six soldiers."



The average "Heer Soldat" or German Army soldier.

Common Military Terms

AA: Antiaircraft.

AAF: Army Air Forces.

AP: Armor Piercing.

APO: Army Post Office.

ASN: Army Serial Number.

Attach: Place an individual or unit temporarily under a commander other than its own.

AT: Antitank.

AWOL: Absent Without Leave.

Balance: The center of gravity on a rifle.

BAR: Browning Automatic Rifle.

Bivouac: An area in the field where troops rest or assemble without overhead cover, or with shelter tents or improvised shelter.

Campaign: A planned series of related operations.

Casuals: Unassigned military personnel.

CDD: Certificate of Disability Discharge, stating that a soldier is physically unfit for military duty.

Challenge: A word or other sound used by a sentinel to halt or identify persons on or near his post.

Channels: The route of official communications.

Chevrons: V-shaped cloth stripes worn on the sleeve to denote grade, length of service, or wounds.

CO: Commanding Officer.

Commissary: Warehouse or store where supplies are issued or sold.

Countersign: The password given in answer to the challenge of a sentinel.

CP: Command Post.

Detail: A group of men assigned to a particular duty, usually temporary.

Dog Tags: Identification tags.

Dry Run: Practice operation.

Expert: The highest attainment in marksmanship.

Fatigues: Herringbone twill work clothes.

Foxhole: A protective pit.

Fort: A permanent post where troops are stationed.

Full Field: Full equipment carried by a soldier.

Furlough: An authorized absence from duty.

G-1: Personnel officer or section.

G-2: Intelligence officer or section.

General Officers: General, Lieutenant General, Major General, Brigadier General.

HE: High Explosive.

HQ: Headquarters.

Interval: Space between elements in line.

Jeep: Quarter-ton 4 x 4 truck.

KP: Kitchen Police.

Longevity Pay: Additional pay for length of service.

NCO: Noncommissioned Officer.

Piece: A rifle or gun.

Police Up: Clean up.

Post: A place where troops are stationed.

Pup Tent: Shelter tent for two men.

PX: Post Exchange.

Ration: The amount of food allowed for one person for one day.

Reconnaissance: Group or individual procurement of military information.

Reconnoiter: To make a reconnaissance.

Relief: Troops which replace others; a part of the guard; a type of map which shows terrain graphically.

Round: A single cartridge or shell.

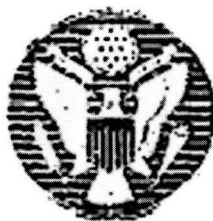
Service Record: The formal history of a soldier.

Shell: Metal case filled with an explosive.

Straddle Trench: A temporary field latrine.

Terrain: An area of ground considered as to its extent and natural features.

Warrant Officer: A rank bestowed by the Secretary of War and rating between noncommissioned officers and commissioned officers.



Subject: A report on an area of specialized enemy Talent activity

1. Reports from the field indicate a number of enemy Talents capable of generating false impressions in the minds of targets, usually allowing them to camouflage their position, or the position of heavy weapons, equipment, or personnel, until it is too late for troops to react.

a. The number of reports of this phenomenon is growing. TOC analysts at Hedge Manor have determined that this is due in part to Germany's growing role as a defensive power in the conflict. Estimates indicate a larger number of defensive Talents will be developed in the Axis as the war turns against them.

b. Realizing the effectiveness of such Talents, German commanders are positioning "invisible" strong points along vital positions of the line, or dispatching "invisible" patrols to scout enemy positions, capture personnel, and determine troop strengths.

c. Without the component of sight, Talent detection of such enemy forces remains questionable.

Following is a report of a captured "invisible" enemy strong point near [REDACTED] which disrupted normal operations in the area for some time.

2. a. Waffen SS Vorgeschobene Stellung 64 (Armed Elite Guard Advanced Position 64)

Located on a secondary road to the town of [REDACTED], two miles southwest of the German line, VS64 was a concrete German pillbox and two auxilliary scout posts flanking the road with a clear view of all approaches. The team manning the station performed nightly patrols of the area, reporting back to their HQ the disposition of troops in the area, and, when possible, eliminating vehicles or troops without calling attention to themselves. As far as is known, over a period of 15 days, two Jeeps, two White halftracks, and a Sherman tank were lost to the pillbox, as well as an estimated 40 troops, including a squad sent in to specifically locate the problem.

2. b. The Disposition of the Pillbox

The pillbox was located less than 10 yards from the road, in plain sight, and yet was passed without detection on several occasions by forces as extensive as an entire corps. The reason for this "invisibility" was a German Talent known as Der Hintergrund Kunstler, "The Background Artist". This Talent's unusual ability allowed him to "paint" various types of camouflage netting, somehow binding an "illusion" to the cloth that made invisible whatever it was draped over. The Germans could see clearly through the netting, which was strung over the entire structure. From outside, the gun emplacement appeared as nothing more than a copse of trees.

3. Armament and Personnel

VS64 was manned by six Waffen SS troopers with extensive combat experience from areas such as France, Russia, and Greece. Only one Ubermensch was present, Der Hintergrund Kunstler. All other members were conventional troops. They were left with specific orders to disrupt the enemy for as long as possible while remaining hidden beneath the illusions of their Talent. Members of the team would patrol the area nightly wearing the Ubermensch's painted camo smocks, which made them virtually invisible.

The pillbox was fitted with a 7.5 cm PAK 41 antitank gun, as well as two M.G. 42 machine guns with a clear arc of fire to the road. The Germans were left with enough ammunition, food, and supplies to last more than three months, but they had orders to "subsist by any means possible." members of the group had already begun scavenging equipment and weapons from the troops they eliminated. Two cases of American grenades, a Bazooka, 14 rockets, and four M1 cases of ammunition were located in the main storage room of the bunker, mixed in with the German supplies.

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4. Detection and Capture

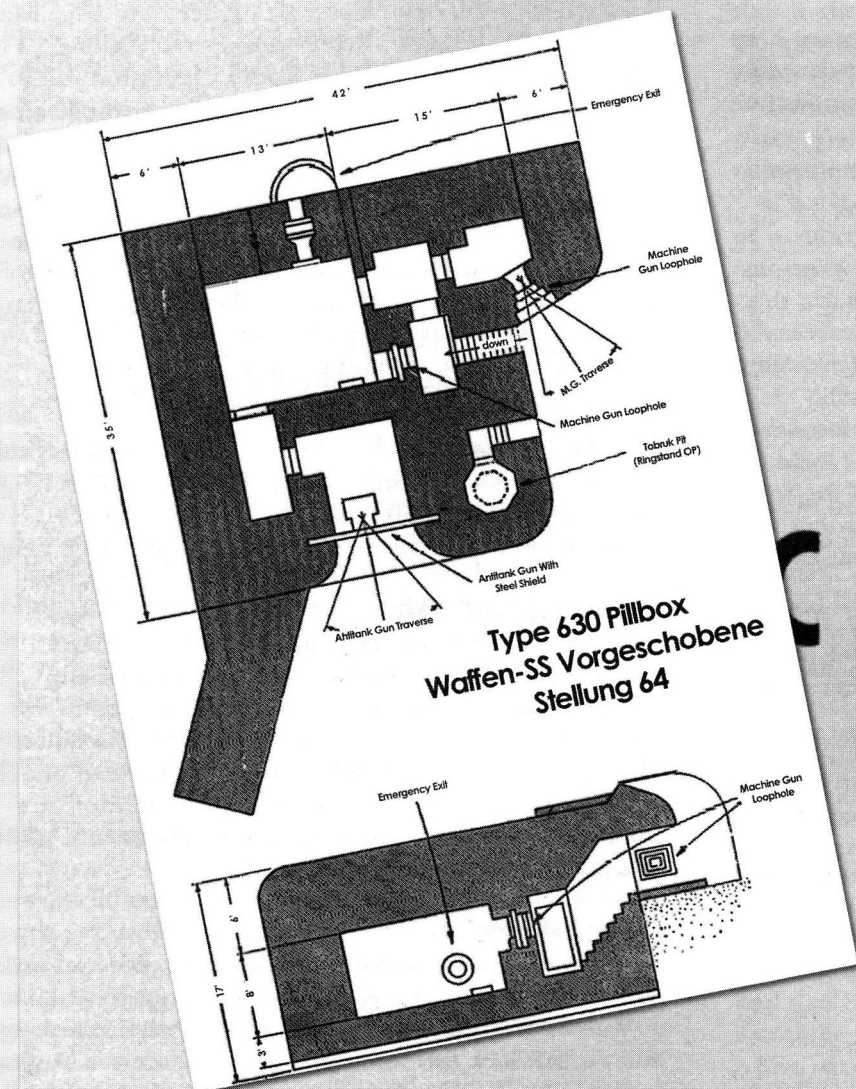
On [REDACTED] TOG 141 was dispatched to investigate the strange disappearances in the area surrounding the auxilliary road. Remains of one of the White Halftracks were located, pierced by an AT round consistent with a middle bore German antitank weapon, something not found on a tank or tank destroyer.

All seven Talents present "sensed" something as they neared the bunker, but none saw the casemate, gun, or machine guns train on them. "I didn't even hear the PAK fire," reports Captain Miller. Two members of the TOG were killed by an HE round and machine gun fire. Using Talent abilities to flank the position, three members of the TOG managed to infiltrate the bunker when one of them ripped off the reinforced steel emergency exit to the rear. After small-arms fire from the inside failed to down the enraged TOG member, the Waffen SS troopers rapidly surrendered.

Der Hintergrund Kunster was captured attempting to escape the casemate, covered in a utility tarp "painted" to match the mottled grey interior of the bunker. Once clearly observed, his power was ineffective.

5. Interrogation

Only two of the Waffen SS men agreed to cooperate and were forthcoming in interrogation. The Uebermensch was, luckily, one of them, and was most cooperative. His file has been turned over to TOC/PAPERCLIP for reassignment and repatriation. Both the OSS and G2 are very interested in his ability, and the unusual range and permanence it seems to possess.



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SECRET

TOG Skill Additions

(Brains) Explosives

You are familiar with explosive devices and can use (and disarm) them in the field. Preparing an explosive for detonation is always a difficult task, and the results of an Explosives roll are very particular—if there are time constraints, failing a roll may result in a mistimed detonation or failure to detonate altogether. If you have plenty of time and good materials, *you still need to roll*, but any match is considered a success.

Circumstances	Difficulty Modifier
Must set up charge in less than a minute	+2
Raw explosive, no primer	+2
Constructing a booby trap	+2
Enemy materials	+1
Under fire	+3
Familiar with explosives/good materials	-2
Leisurely setup (measured in hours)	-5

Roll	Result
No matches, all dice are low	Charge detonates as you set it up
No matches	Charge does not detonate
Roll under difficulty (odd)	Charge detonates late
Roll under difficulty (even)	Charge detonates early
Roll difficulty or higher	Charge detonates properly

(Brains) First Aid

First aid can be used to treat wounds that are not serious enough to require surgery but still pose a threat to the individual. You can heal Shock damage on a successful roll. Killing damage cannot be reduced with First Aid.

First, choose which hit location to treat. Roll Brains+First Aid, using the amount of Shock damage in that location as the difficulty. Add modifiers from the chart below. Success removes the width of the roll in Shock points from that location. Each treatment takes 5-width rounds. You can successfully treat each hit location only once.

Treating curable diseases (such as dysentery, the rot, and malaria) or other unhygienic conditions (like lice, ticks, and fungal infestations) requires a successful Brains+First Aid roll at a fixed difficulty of 3.

Effective first aid is often limited by your supplies. The standard-issue first aid kit contains very little equipment and can generally be used only once. A medic's pouch is much larger. It usually contains:

- 6 gauze bandages.
- 1 book of "triage" tags and a pencil.
- 4 small bottles of Tincture of Iodine
- 1 large bottle of ammonia.
- 5 tourniquets.
- Forcep case with scalpel, scissors, clamps, pins.
- 1 bone knife.
- Adhesive plaster and wire for splints.
- Morphine (8 treatments), atabrine, atropine, aspirin, cocaine hydrochlorate, sulfa, vitamin C pills.

One of the most useful tools for the medic is morphine. It relieves pain and calms the wounded man (particularly one who has failed a Mental Stability check), and can keep him from drawing fire or hurting himself further. A successful application of morphine offsets the penalty for treating a patient who has failed a Mental Stability check.

Circumstances	Difficulty Modifier
No supplies	+2
First aid kit only	+1
Medic's pouch	+0
Field hospital	-1
Under fire	+2
Patient failed a Mental Stability check	+1

(Brains) Forward Observer

You can evaluate the location of a target and communicate that location to a gun battery or command post. Forward Observer can never be higher than your Map Reading skill. It takes 5-width minutes to conduct. The GM might require a Brains+Radio Operation roll to report the coordinates quickly under fire.

Depending on your army's artillery techniques, the height of your roll may reduce the difficulty of the battery's initial attack. See the chart below.

Once the shelling begins, you can correct its fire with another successful Brains+Forward Observer roll; reduce the artillery's difficulty by the width of your roll. The gun battery takes 5-width minutes to adjust its fire.

The exact response and composition of the battery are up to the GM. Most fire in groups of 2 to 8 guns.

Army (Response Time)	Artillery Difficulty
American (5-width minutes)	10 - F.O. height
British (5-width minutes)	10
German (30 minutes)	10 - F.O. height

(Command) Leadership

You are trained in the principles of leading men in combat. With a successful Command+Leadership roll, you can motivate a number of men equal to the height of your roll to overcome the shock of a failed Mental Stability check and continue to move or attack. Leadership may also be used proactively to motivate troops to brave particularly dangerous enemy fire in the first place. It takes 5-width rounds.

(Brains) Mortar

You can fire and maintain mortars, and you can direct mortar fire by correcting the angle of fire by eyesight or with forward observers. Designate a particular target point and check the result below for the results. Anyone in the open facing a mortar barrage must make a Cool+Mental Stability roll or immediately retreat for suitable cover.

Target Disposition

Difficulty Modifier

Indirect (cannot see the target)	+2
No exact map location given	+2
Moving target.....	+2
Target is very close (half close range)	+2
Target is marked with smoke.....	-1
Heavy weather (rain, wind, snow, fog)	+1 to +3

Roll

Result/Difficulty Modifier for Next Round

No matches,	
all dice are low	Lands among allies (+2 next round)
No matches	Lands wild (+1)
Roll under difficulty (odd).....	Lands long (no modifier)
Roll under difficulty (even)	Lands wide (no modifier)
Roll difficulty.....	Lands within 10 yds. of target (-1)
Roll x2 difficulty.....	Lands <i>exactly</i> on target (-2)

(Brains) Radio Operation

You can use military crystal radio sets. Most man-portable sets have a range of less than 8 miles, while fixed sets sometimes have a radius of hundreds of miles.

Under stressful circumstances, *each transmission* requires a successful Brains+Radio Operation roll beating the difficulty number. If you get a match but fail to beat the difficulty, the transmission is received but garbled.

Radio Situation

Difficulty Modifier

Mountainous country.....	+2
Under fire.....	+2
Enemy is jamming the frequency	+3
Transmitting from a high point.....	-2

(Body) Running

You can ordinarily run up to 10 yards per round+twice your Body stat without having to make a roll. If you need to cover more ground than that—up to five times as much—roll Body+Running. Uneven or wet terrain increases the difficulty of the roll.

If the roll succeeds, you cover the necessary ground in 5-width rounds. If it fails, you take the full amount of time. If all the dice are below 6, you lose your footing, trip over a root or brick, run into an unseen obstruction, or otherwise get left in the lurch and probably in the open.

Note that aimed fire is impossible while running full-speed unless you conduct a successful multiple action—otherwise, use the rules for suppressive fire.

(Body) Swimming

You can stay afloat and pull yourself through the water without difficulty. Under particularly stressful circumstances, you must make a successful Body+Swimming roll. The GM decides the number of rolls needed (based on distance) and the difficulty (based on encumbrance and other conditions). If you fail, you sink. Roll again to resurface and keep swimming. Fail this second roll and you begin to drown (see the **GODLIKE** rulebook, page 25). A successful roll allows you to resurface.

(Brains) Tactics

You are trained in the theory and application of military tactics. Common applications of the Tactics skill include setting up a defensible position, setting up an ambush, and breaking an enemy line.

Setting up a defensible position requires a successful Tactics roll to make the most of your surroundings and resources. Setting up a position is measured in *hours*. It can be done in minutes or even rounds, but *each reduction* in time adds +2 difficulty to the roll.

The enemy commander must beat the height of your roll with a Tactics roll of his own. If he fails, your troops obtain surprise attacks for a number of rounds equal to the amount that his roll failed by. During this period the enemy can only run, dodge, dive for cover, or conduct cover fire.

If the enemy commander beats your difficulty, he overcomes your defenses and hits you where you least expect it. Your troops can only offer up cover fire, dodge, run, or dive for cover for a number of rounds equal to the amount by which he succeeded.

Setting up an ambush works as above, except that if the enemy fails to beat your Tactics roll, his troops must make Mental Stability rolls or run for cover for each round that they are surprised.

Breaking an enemy line works just like setting up a defensive position—you must overcome the enemy commander's Tactics roll as a difficulty number.

The following modifiers apply to the height of a successful Brains+Tactics roll. They apply only to setting up an ambush or defensive line. If the opponent has similar forces or weapons, the modifier is lost. These defenses are considered in the abstract; you get only one bonus for each defense no matter how many tanks or trenches or guns you actually have. It takes 5-width minutes to direct a large number of men, array tanks, string wire, or assemble machine guns.

Type of Defense

Height Modifier

60 or more men	+4
Tank(s)	+3
Barbed wire and/or trenches.....	+2
Machine guns.....	+2
15 or more men	+1
Night	-1
Enemy territory.....	-2
Surrounded	-3
4 or fewer men	-4

(Brains) Telephony

You can use and repair military voice, crank, and battery operated telephone sets. You know how to run and connect wire, as well as conceal it from enemy eyes, and can cross-wire sets to ring and answer at multiple locations simultaneously. You can detect tampering on a line with a Brains+Telephony roll at difficulty 3; beat a difficulty of 6 and you can locate which portion of the line is being tampered with.

Weapon Ranges, Ammunition Types, and Penetration

The caliber .30 cartridge, standard for all rifles and machine guns manufactured in that caliber, is issued in the following forms: M2 Ball, M1 Tracer, M1 Incendiary, and M2 Armor Piercing.

Type	Effective Range	Maximum Range	Penetration/Special
.30 M2 Ball	1,160 yards	3,500 yards	None/None
.30 M1 Tracer	1,150 yards	3,450 yards	Illuminates target up to 1,000 yards
.30 M1 Incendiary	1,800 yards	5,500 yards	Ignites flammable targets (treat as Burn)
.30 M2 Armor Piercing	750 yards	3,500 yards	At short ranges (less than 100 yards) penetrates 2 cm of armor (Penetration 1/Max Pen. 2)

The caliber .45 cartridge, standard for all pistols and submachine guns manufactured in that caliber, is issued in the following forms: M1911 Ball, M12 Shot, and M15 Shot.

Type	Effective Range	Maximum Range	Penetration/Special
M1911 Ball	560 yards	1,700 yards	None/None
M12 Shot	10 yards	20 yards	A shotgun round designed for a pistol (Spray 1); Ineffective past 20 yards
M15 Shot	10 yards	10 yards	A shotgun round designed for a pistol (Spray 1); Ineffective past 10 yards

The caliber .50 cartridge, standard for heavy machine guns manufactured in that caliber, is issued in the following forms: M2 Ball, M1 Tracer, M1 Incendiary, and M1 Armor Piercing.

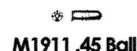
Type	Effective Range	Maximum Range	Penetration/Special
.50 M1 Ball	2,400 yards	7,200 yards	Penetrates 2 cm of armor (Penetration 1/Max Pen. 2)
.50 M1 Tracer	2,000 yards	6,000 yards	Illuminates target up to 2,000 yards
.50 M1 Armor Piercing	2,000 yards	7,200 yards	Penetrates 4 cm of armor (Penetration 2/Max Pen. 4)

The 2.36 inch rocket, standard for the M-9 "Bazooka," is issued in the following forms: M6A3 HEAT (High Explosive Antitank) Rocket and M10 Smoke Rocket.

Type	Effective Range	Maximum Range	Penetration/Special
M6A3 HEAT Rocket	200 yards	600 yards	Penetrates 10 cm of armor (Penetration 5/Max Pen. 10)
M10 Smoke Rocket	260 yards	800 yards	None/Creates a colored smoke at target



2.36 HEAT Rocket



M1911 .45 Ball



M2 .50 Ball



M16 .45 Shot



M2 .30 Ball

Combat Shotguns

Three types of shotguns should be distinguished before individual models are discussed: riot guns, skeet guns and trap guns.

Riot guns are designed to suppress public disorder for guard purposes, where ranges are short and the use of ball ammunition would be dangerous. They pepper an area with shot and are ineffective for precise shooting.

Skeet guns are supplied with a 26-inch barrel with improved barrel boring. This boring concentrates approximately 40% of the shot pellets within a 30-inch circle at a distance of 40 yards.

Trap guns have 30-inch barrels with full choke boring, which permits the closest possible concentration of the shot charge. About 65 to 70 percent of the pellets are evenly distributed over a 30-inch circle at a range of 40 yards.

Shotguns are Spray weapons—each shot sprays an area with shotgun pellets, making it easier to hit a target at range. Whenever firing shot, all Spray dice are added to the dice pool.

<i>Gun</i>	<i>Remington M31</i>	<i>Remington M10</i>	<i>Remington M11</i>	<i>Winchester M12</i>	<i>Winchester M97</i>	<i>Ithaca M37</i>	<i>Savage M720</i>
Weight							
Riot	6 lbs.	7.5 lbs.	7.75 lbs.	6.5 lbs.	8 lbs.	6 lbs.	7.5 lbs.
Skeet	7 lbs.	7.5 lbs.	8.5 lbs.	7 lbs.	7.5 lbs.	6.2 lbs.	8 lbs.
Trap	7.5 lbs.	7.85 lbs.	8.5 lbs.	7.75 lbs.	7.75 lbs.	6.5 lbs.	8.2 lbs.
Length							
Riot	40 in.	39.5 in.	40 in.	40 in.	39 in.	40 in.	39.5 in.
Skeet	46 in.	39.5 in.	46 in.	46 in.	45 in.	46 in.	45.5 in.
Trap	50 in.	49.5 in.	50 in.	50 in.	49 in.	50 in.	49.5 in.
Feed							
	Tubular magazine 3 to 4 rounds	Tubular magazine 5 rounds	Tubular magazine 2 rounds	Tubular magazine 5 rounds	Tubular magazine 5 rounds	Tubular magazine 4 rounds	Tubular magazine 5 rounds
Closel/Max Range							
Riot	15/30 yards	12/25 yards	15/30 yards	15/30 yards	12/25 yards	15/30 yards	12/25 yards
Skeet	30/60 yards	20/40 yards	30/60 yards	30/60 yards	20/40 yards	30/60 yards	22/45 yards
Trap	32/65 yards	25/50 yards	32/65 yards	32/65 yards	25/50 yards	32/65 yards	25/50 yards
Damage/Spray							
Riot	*WK+S/3d	WK+S/3d	WK+S/3d	WK+S/3d	WK+S/3d	WK+S/3d	WK+S/3d
Skeet	WK+S/2d	WK+S/2d	WK+S/2d	WK+S/2d	WK+S/2d	WK+S/2d	WK+S/2d
Trap	WK+S+1/1d	WK+S+1/1d	WK+S+1/1d	WK+S+1/1d	WK+S+1/1d	WK+S+1/1d	WK+S+1/1d

* “WK+S/3d” means Width in Killing and Shock damage/3 Spray dice. “WK+S+1/1d” means Width in Killing and Width + 1 in Shock damage/1 Spray die.



TOG Standard Issue Equipment (Field)

Pack carrier, haversack, straps, and pistol or rifle belt, complete as issued.
Mess equipment, canteen, as issued.
Arms as issued.
Shelter half, pole, pins, rope.
Two (2) blankets.
Shaving kit complete with one month's supply of soap and blades.
Toilet kit complete with one month's supply of soap and tooth cleanser.
Two (2) towels, hand or small bath.
One (1) bar good salt water soap.
Garrison cap (overseas cap).
One (1) suit wool underwear.
Two (2) additional suits underwear (dependent on season).
Three (3) pair sox.
Three (3) handkerchiefs, at least one white.
Raincoat.
Overcoat (seasonal option).
Suit, working (one piece preferred).
Field jacket.
One (1) pair trousers, wool.
Two (2) shirts, wool.
One (1) pair shoes, service A1 condition.
One (1) pair shoe laces, extra.
One (1) pair goggles.
One (1) pair gloves, leather.
One (1) necktie.
One (1) steel helmet, complete.
Compass, pocket.
Field glasses, as issued.
Two (2) pair glasses, if needed; one for wear with gas mask.
One (1) pair leggings.
Gas mask, complete with carrier and two covers, protective.
Cleaning and preserving materials and equipment.
Impregnite shoe, M1.
One (1) blanket.
One (1) bedsack or mattress cover.
Gloves, knit, wool.
Extra underwear and sox, one (1) each.
One (1) pair trousers, wool.

Standard Ammunition Issued:

Each pistol, 20 rounds.
Each submachine gun, 60 rounds.
Each rifle, 100 rounds.
2 rifle grenades per man.
3 hand grenades per man.
1 Bazooka, 4 rockets, per TOG team.

All other requests must be submitted in writing to the office of the quartermaster.

Received by (signed)

Date

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