

General Strategy Rap

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Believe it or not, the US Department of Defense has produced a number of manuals for their servicemen (and women), loaded with tactical information as well as tips on what the opposing forces may do in retaliation. These books are in public domain, and can be had at Army surplus stores, gun shows, and sometimes on a few survivalist websites on the Internet. Just be careful how you use the information (Anything that goes "boom" or "bang" or has a sharp point/edge can either kill you or someone else, or get you arrested), and remember that Big Brother already knows what's in these books.

While it is best to get the most recent editions of these books, back in the 1950's and into the 1970's many of these titles were bought by extreme right-wingers since they feared either a Communist invasion or Federal gun confiscation. If you have an older relative who was (or still is) a member of the John Birch Society or some other Far-Right/Ultra-Patriotic group, he might have a few of these stored away in his basement, attic or garage. Get on his good side and make him an offer.

Besides a number of specific manuals for various firearms, there are the following:

- FM 5-25: Explosives and Demolitions
- FM 5-31: Boobytraps
- FM 5-35: Engineers' Reference Data (*Very useful information on building things up or knocking them down*)
- FM 8-51: Combat Stress Control In A Theater Of Operations
- FM 19-15: Civil Disturbances and Disasters
- FM 19-40: Enemy Prisoners of War, Civilian Internees and Detained Persons
- FM 21-11: First Aid for Soldiers
- FM 21-26: Map Reading and Land Navigation
- FM 21-76: Survival (*The earlier versions were entitled "Survival, Evasion and Escape", but much of the Prisoner of War info is outdated.*)
- FM 21-77: Evasion and Escape (*Written during the Korean War and may be very dated*)
- FM 21-78: Prisoner of War Resistance

- Keep a sense of humor. Humor is a highly effective weapon. Use it. It makes living easier if you can find some humor in your situation, ironic humor perhaps but, nonetheless, humor, (p. 49)
- FM 21-150: Combatives - Hand-to-Hand Combat
- FM 23-3: Tactics, Techniques and Concepts of Anti-Armor Warfare

- FM 31-210: Improvised Munitions Handbook

(<http://wiki.stealthiswiki.org.nyud.net:8080/Improvised%20Munitions%20Handbook.pdf>)

- FM 32-12: Guerrilla Warfare and Special Forces Operations
- FM 33-1: Psychological Operations
- FM 34-52: Intelligence Interrogation
- FM 90-10: Military Operations on Urbanized Terrain (MOUT)
- FMFM 0-7: Close Combat and Hand to Hand Fighting
- MCRP 3-02B: Marine Corps Martial Arts
- SH 21-76: Ranger Handbook
- ST 31-180: Special Forces Handbook
- ST 31-91B: U. S. Special Forces Medical Handbook
- TC 21-3: Soldier's Handbook for Individual Operations and Survival in Cold-Weather Areas
- TC 90-6-1: Military Mountaineering: Training for Combat
- TM 5-725: Rigging (*Everything you need to know about ropes and tying them*)
- TM 31-200-1: Unconventional Warfare Devices and Techniques: References
- TM 31-210-1: Unconventional Warfare Devices and Techniques: Incendiaries
- U.S. Marine Guidebook of Essential Subjects

Many titles may be available from third parties as collections on CD-ROM. Some titles can be downloaded from these websites:

- <http://www.enlisted.info/field-manuals/>
- <http://www.globalsecurity.org/military/library/policy/army/fm/>
- http://en.wikipedia.org/wiki/U.S._Army_Field_Manuals

A ton of relevant torrents are available here: http://thepiratebay.org/user/x_DontTreadOnMe_x/

Original GENERAL STRATEGY RAP

The guideline in trashing is to try and do as much property destruction as possible without getting caught or hurt. The best buildings to trash in terms of not alienating too many of those not yet clued into revolutionary violence, are the most piggy symbols of violence you can find. Banks, large corporations, especially those that participate heavily in supporting the U.S. armed forces, federal buildings, courthouses, police stations, and Selective Service centers are all good targets. On campuses, buildings that are noted for warfare research and ROTC training are best. When it comes to automobiles, choose only police vehicles and very expensive cars such as Lamborghinis and Iso Grifos. Every rock or molotov cocktail thrown should make a very obvious political point. Random violence produces random propaganda results. Why waste even a rock?

When you know there is going to be a rough street scene developing, don't play into the pig's strategy. Spread the action out. Help waste the enemy's numbers. You and the other members of your group should already have a target or two in mind that will make for easy trashing. If you don't have one, setting fires in trash cans and ringing fire alarms will help provide a cover for other teams that do have objectives picked out. Putting out street lights with rocks also helps the general infusion.

After a few tries at trashing, you'll begin to overcome your fears, learn what to expect from both the pigs and your comrades, and develop your own street strategy. Nothing works like practice in actual street conditions. Get your head together and you'll become a pro. Don't make the basic mistake of just naively floating into the area. Don't think "rally" or "demonstration," think "WAR" and "Battle Zone." Keep your eyes and ears open. Watch for mistakes made by members of your gang and those made by other comrades. Watch for blunders by the police. In street fighting, every soldier should think like a general. Workshops should be organized right after an action to discuss the strength and weaknesses of techniques and strategies used. Avoid political bullshit at such raps. Regard them as military sessions. Persons not versed in the tactics of revolution usually have nothing worthwhile to say about the politics of revolution.



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