

FM 21-13

DEPARTMENT OF THE ARMY FIELD MANUAL

THE SOLDIER'S GUIDE

DEPARTMENT OF THE ARMY • JUNE 1952

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THE
SOLDIER'S
GUIDE



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CHAPTER 1

INTRODUCTION

What This Manual Is About

This manual is a general guide that gives you in one volume a lot of information about the United States Army. Its main purpose is to help you adjust yourself to Army life—because the more you know about the Army, the quicker the adjustment will take place. During your basic training you will learn a great deal more about many of the things that are mentioned in this guide. When your basic training is over, you will still find your SOLDIER'S GUIDE a handy source of facts. It will help you to refresh your memory about things you learned in some part of training. It will help you check up in case you are not quite sure of the correct way to do something relating to your military duties. In short, you will use this book somewhat as a dyed-in-the-wool baseball fan uses his official baseball guide—to look up facts and broaden your information on specific subjects.

Here are some of the subjects covered:

How you as a soldier fit into the big picture of national defense.

Your responsibility to your country, your leaders, and your fellow soldiers.

Some highlights of our Army's history.

Army organization.

Things you will learn in training, like customs and courtesies, drill, guard, inspections, marches and bivouacs, map reading, defense against chemical attack, health protection, physical conditioning, communications, combat training, and weapons.

As you go through the training cycle, you will discover that many of the subjects mentioned above are covered separately in one or more field manuals, technical manuals, and other official publications. This guide (part of your personal equipment) introduces you to all these subjects, but does not give you all the information about them. To get the whole story of a particular Army subject, you will have to study other Army publications. But on almost every subject of interest to you as a soldier, your SOLDIER'S GUIDE is a good place to look *first*. Get into the habit of using it whenever a question about the Army comes up in your mind or in discussions with fellow soldiers.

You, An American Soldier

There is no "typical American soldier" in height, weight, color of hair and eyes, family origin, education, wealth, intelligence, and similar characteristics. In these matters, you are not exactly like any other American soldier—no two soldiers in the whole Army are alike in those respects. But remember—you and your fellow soldiers are pretty much alike in the things that really count for something.

First of all, you probably were born in the United States of America and, therefore, have grown up in a free country. Maybe you feel this is something to be taken for granted, but it is also a powerful common bond between you and all other American soldiers, regardless of what part of our country you call home.

Second, you know that in our Army you will have the same chances to get ahead as everyone else. That's an American tradition and is applied in our Army as it is in American life in general. Your success as a soldier will depend primarily upon yourself. Your desire to learn, your initiative, your

determination to be a good soldier—there's no substitute for these individual qualities. If you have them and use them, you'll make good because the Army is always looking for men who can fill its thousands of important leadership jobs.

Third, as an American you have learned the importance of teamwork in getting things done. At home, in school, at work, in sports, you have formed habits of cooperating with others and pulling your share of the load. And you probably work best when you understand why the job must be done, and when you can see that your efforts are recognized and appreciated. Like most Americans, in other words, you place a high value on self-respect.

Finally, your sense of the value of human life has been developed partly by your religious training and partly by the principles that are the basis of the American way of life. Because of these traditions, American soldiers don't believe in causing death and suffering unnecessarily. There are no better soldiers in the world when fighting has to be done. To defend their country American soldiers will endure the death, misery, and destruction of war—but they fight in order to bring these evils to an end.

Among the soldiers of the world the American is outstanding for his intelligence, initiative, and resourcefulness. It's not just luck or accident that we are strong in these qualities—we have them because of the kind of country in which we have grown up.

Your Future

Perhaps you have decided to remain in the Army—to be a career soldier. Or you may have plans for a civilian job or profession when your enlistment or period of active duty is completed. In both cases, you have a future in the Army. If it is a lifetime career, your main interest is in preparing yourself by study and practice to assume the increasing responsibilities that will come as you climb the military ladder. If your Army life is to cover only a year or so, you may still be interested in advancing as far as you can in a limited

time. At the very least, you will be intent upon earning an honorable discharge. Don't ever underrate the importance of that piece of paper. It's not routine or ordinary, even though most soldiers get one. An honorable discharge will mean most to you if you know deep in your heart that your service has been truly honorable and faithful—that you did your best to be a good soldier at all times. "Being a good soldier" is your future, whether for a year or a lifetime.

CHAPTER 2

HISTORY AND ACHIEVEMENTS OF OUR ARMY

As a soldier, you have special reasons for being proud of the past accomplishments of the United States Army. All Americans who feel pride in the progress of our country, whether they know it or not, are honoring the Army. If there had been no Continental Army under General Washington there would not have been an independent United States; and, in later years, if there had been no Army, the nation would never have survived. The pride of the Army is expressed, among other ways, in customs and traditions. These are kept to remind you of the millions of other Americans who have served in the ranks, during the last 175 years, so that you and your family may live in a vast, free, and rich country. We can't write a full history of the United States Army here, but we can tell you some of the things that have happened and some of the ways in which the Army has preserved its past.

What Army History Means

Our Army has had a proud and successful past, but you ought not to get the idea that American soldiers have won every battle. The Army has been up against tough odds many times and has had to fight against some of the best soldiers in the world. It isn't surprising, under those circumstances, that our outfits have sometimes been thrown back. The real glory is that they have always come up fighting. Nathaniel Greene, one of the best generals in the Revolutionary War, lost battle after battle in Virginia and the Carolinas, and he put it this way: "We fight, get beaten,

rise and fight again." Greene's men lost battles, but they won a campaign and, in time, a war.

One of the brightest examples of our ability to "rise and fight again" occurred on Christmas Day, 1776. That December was one of the darkest, most discouraging periods for the little army under Washington. After defeats around New York, it retreated across New Jersey, only a jump ahead of the British. Reaching the Delaware River, Washington had all the boats picked up for miles along the banks and managed to cross in them and to keep the enemy from doing the same. Ragged, cold, and short of everything, the Continentals went into camp a few miles beyond the river. Most of the men had almost finished their "hitches," and Washington knew that something had to be done or the American cause was lost. The British had left a force of hired foreign soldiers, called Hessians, to garrison Trenton, and Washington guessed that they would be celebrating Christmas night. He decided to try a surprise attack on them in the night, which is one of the most difficult of military movements, in order to catch them off their guard.

While the Hessians drank and sang that rainy Christmas afternoon, the Continentals stood in ranks, hungry and shivering, and heard some words, written a few days before by Tom Paine, that have become famous: "These are the times that try men's souls: The summer soldier and the sunshine patriot, will, in this crisis, shrink from the service of his country; but he that stands it NOW deserves the love and thanks of man and woman." The men who listened were in no way summer soldiers, and the march to Trenton began. When night came, the wind blew cold and snow fell. Silently, the tiny army of 2,400 men was ferried through the cakes of ice by Glover's Regiment from Marblehead, sailors turned soldier. By the time they reached the other side, snow was falling thickly, but they marched through it for 9 miles, and, at the first light, charged into Trenton. The Hessians, groggy and barely able to line up in the street, had no chance, and gave up in less than an hour. The tide of



Figure 1. The Battle of Trenton, 1776—Revolutionary War.

the war was turned and the American cause was saved for a while longer. Some of the proud regiments and companies in that fight are in the Army today. Glover's Marblehead Regiment is the 101st Engineers of Massachusetts, Alexander Hamilton's Battery is "D" Battery of the 5th Field Artillery, and the 1st Troop of Philadelphia City Cavalry is now the 28th Reconnaissance Company.

The Continental Army was on the spot in December 1776 because of a lack of training and preparation, and it could only save itself by a very bold stroke. We lost battles in the Revolutionary War for this lack and we lost battles in subsequent wars for the same reason. You may have read, for example, about the disgraceful Battle of Bladensburg, Md., in 1814, when the British went through our lines without much trouble and captured and burned the city of Washington. The Battle came to be known as the "Bladensburg Races" because of the speed to the rear some of our men showed; but it was not the fault of the individual soldiers that they turned tail and ran. Most of the men had never been in a fight before, and many didn't know how to use their weapons or how to move together as a group. The real disgrace in Bladensburg was not the fact that the men ran, but that there was such a great lack of training and preparation.

About 45 years after the "Bladensburg Races" another battle occurred which teaches us the same lesson. It was the first big fight in the Civil War, and is now called the First Battle of Bull Run. Nearly all the troops were green as grass, but there was one outfit, on the Union side, that was well trained and battle-wise, the battalion of Major George Sykes made up of companies from several Regular regiments, but mostly from the 3d Infantry. During several hours of a steaming hot July day in 1861 the two armies struggled until, for some reason, panic took hold of the Union regiments and they started to pull back toward Washington. As one body of men began to break and run for it, others lost their nerve, and the retreat turned into a rout. Only Sykes' Regulars

were not infected. In perfect order the battalion moved into position as the rear guard and, shooting as it went, retreated slowly. What little that remained of the Union Army was saved by the gallant action of Sykes' men.

Training pays off, and the history of the United States Army contains lots of proof of it. One of the best early proofs is the Legion formed by General Anthony Wayne in 1794. The Indians in what is now the State of Ohio had twice before whipped the entire Army, so Wayne insisted that the troops he led had to be trained before they fought. The General was a hard man and the discipline he enforced would make the toughest modern soldier turn pale. He insisted on absolute perfection in drill and in firing. The men of the Legion griped, but, at the same time, they polished their cartridge boxes and patched up their uniforms to keep them neat. Cleanliness helped to keep the Army healthy, and those who didn't know it soon found it out.

Finally, after 2 years of preparation, the Legion was turned loose on the Indians. On 20 August, Little Turtle—and other chiefs who had beaten the white man before—took up a strong position where they thought the odds were in their favor. Many years before, a tornado had left a wide path of tangled fallen trees through the woods, and the tangle was good cover for the red men. The thing the Indians had overlooked was that Wayne had trained his men to fight under all possible conditions. When the General had sized up the battleground, he told the soldiers to “. . . rouse the Indians from their coverts at the point of the bayonets . . .” The idea was not to waste a lot of bullets at an enemy you could not see. The men, true to their training, charged in spite of the bullets of the Indians and came to close quarters. The savages could not stand against the “sharp ends of guns,” and they cleared out fast. Once they were up where they made good targets the soldiers mowed them down. Twice as many warriors as soldiers were killed or wounded, and the Indians were forced to keep the peace for a long time.



Figure 2. The advance of the Legion, 1794—Indian Wars.

We have been talking about how training, or the lack of it, has affected American history, and now the time has come to say a little something about supply. During World War II, the United States Army was the best supplied force in history. The people of other nations marvelled at the masses of weapons, clothes, and other equipment that we could deliver to any point on the globe. We ourselves got used to taking it for granted that our Army would always have every last item it needed, wherever it fought. This is as it should be, but you need to be reminded that American soldiers, many times in the past, have gone without bare necessities.

Valley Forge is the best example. There, in Pennsylvania, during the severe winter of 1777 and 1778, the Continental Army didn't have enough of anything. In February, around 4,000 men were unfit for duty because they hadn't clothes and shoes to cover them. Soldiers, called for guard, wrapped sacks around their feet, and pinned rags up to make pants and shirts. Some had to huddle in ragged blankets so that others could be dressed. Food was scarce, too, and dinner was often just stale bread and "bleary," and bleary was nothing but flour and boiled water. Children sometimes use it now to paste paper together, but the soldiers of 1777 tried to live on it. There were no fires or beds for the sick; they lay on the cold floor in whatever rags could be spared for them.

Yet in these dark days at Valley Forge the Army learned to fight. It was here that Baron von Steuben, the Prussian drillmaster, worked with men and officers to build them into self-confident soldiers. When he found no drill regulations, he wrote them. He organized squads and companies and drilled them in his broken English so that they could teach others. He taught the men to keep strict camp discipline, too, and the meaning of sanitation. When spring came the Continental Army was no longer a dismayed crowd but a tough, skillful outfit that could stand up against the British on any battlefield.

There was plenty more rough going before the enemy

was finally licked at Yorktown, yet it seems as if the rougher it got the better we did in the end. Look at the Battle of New Orleans for another example of this. Andrew Jackson, who was in command there in January 1815, had several thousand more men than guns, so he scoured New Orleans for some more weapons. Everything from rusty blunderbusses to dueling pistols came in and Jackson had them issued. They were better than nothing, but not the equal of British muskets. The General had to give his men some other advantage to equalize matters. His solution was not welcomed, for everyone, soldier and civilian, had to dig like prairie dogs. As a result, there were lots of blisters on hands and all varieties of aching backs; but when the battle occurred, the English soldiers were out in the open, while the Americans had a secure bank of dirt in front of them. For the Americans, it was like target practice, and even the shotguns and dueling pistols were of some use. When the smoke cleared away, 2,036 English soldiers were down and only 71 Americans. Necessity is the mother of invention, and the United States Army has done some of its finest fighting when equipment was scarce.

175 Years of Fighting

First off, we had better give a very brief fill-in of the more important wars in which our Army has taken part. Of course, soldiers fought in this country long before 1775, but we can start with that year since that's when our Army was born.

Revolutionary War, 1775-1783. The Continental Army was established on 14 June 1775, and the outfits set up on that day were infantry; this makes the Army the senior of the three services, and the infantry the senior branch of the Army. As a matter of fact, these first U. S. soldiers were riflemen, so the rifleman of today can say he is really senior

to everyone else in uniform. From time to time, for short periods, the states sent citizen soldiers to help out, but the Continental Army did most of the fighting and marching for nine long and hard years. We got much help from France, and together, in 1781, we beat the British and their hired German regiments at Yorktown. Peace was agreed upon a year and a half later, and we had won our independence as a nation.

Indian Wars, 1783-1861. The new Army at once inherited the job of guarding the frontier against the Indian tribes. It had to push the Indians farther and farther west, and, at the same time, see that the restless settlers did not break treaties they had made with the red men. It continued to do this job for a century, a job which called for great endurance, skill, bravery, and patience. We will come back to the story after 1861 when the frontier had reached the great plains west of the Mississippi River.

War of 1812 (1812-1815). Here we fought the British a second time on our own ground. To meet the enemy's armies, trained by several years' combat in Europe, we had to raise a lot of new regiments very quickly. Almost all our men, Regulars and Volunteers, were green at the start, so we did badly on land, and only the gallant exploits of the Navy upheld the American reputation for fighting. The climax came with the disastrous defeat at Bladensburg which we have told you about, when the British troops burned the city of Washington. Able leaders like General Winfield Scott and General Andrew Jackson gradually moved into top command and the United States began to win a few battles. Successful actions like Chippewa in the north, the defense of Fort McHenry in Maryland, and the Battle of New Orleans in the south helped out. We managed to hold our own in the end and to assure our position as a free nation.

Mexican War, 1846-1848. In this war our men fought on foreign soil for the first time. In spite of great difficulties of distance and climate, and often in the face of superior enemy numbers, the small American forces under the fine



Figure 3. Frontier soldiers attacked by an Indian war party.



Figure 4. Colonel Miller at Chippewa, 1814—War of 1812.

leadership of men like General Scott seemed to be invincible. Both Regular and State troops took part in the campaigns, and some of our crack regiments of today gained their first combat experience in the cactus and scrub palmetto of Mexico and rapidly became hardened and battle-wise outfits. They also came to know the Mexican was a tough fighter when well led. This war insured the statehood of Texas and brought to us much of the Pacific coast and all of the Southwest.

Civil War, 1861-1865. This tragic and bitter conflict, often called the War Between the States, was one of the biggest and bloodiest wars in the history of man. At the start, both sides were untrained and unready, although the South had a slight edge. By the end of the first year, however, both sides had veteran armies in the field that fought with a skill rarely surpassed by any country at any time. In the end, the greatly superior industrial might and manpower of the North tipped the scales in its favor and assured that the United States would continue as a single nation.

The history of the Civil War is filled with episodes of gallantry and sacrifice, but probably no single one is more outstanding than that of Pickett's Charge on the third day of the Battle of Gettysburg. After several victories in Virginia, General Robert E. Lee had pushed on to make an all-out effort to win the war by an invasion of the North. In June 1863, he led his veteran Army of Northern Virginia, 80,000 strong, across the Potomac into Pennsylvania. He was near Gettysburg on the 30th when his advance brigades ran into some scattered opposition. Lee ordered his men to keep going, for he thought the Federals were only a force of untrained troops. As the Confederates reached the edge of a woods, intense firing broke out and a line of men with fixed bayonets appeared. There was a surprised outcry from the Southern ranks when they saw the outfit. "Look at them black hats! That's the Army of the Potomac!" Veteran was now pitted against veteran.

The Federal Army of the Potomac, under General George

G. Meade, was first forced back into a huddled position around Cemetery Hill, where it worked through the night to dig in. Lee struggled to surround the whole position, and ordered strong attacks against Culp's Hill on one end of the Federal line, and against positions in front of the Round Tops and around Devil's Den, on the other end. The blue-coats held on the right, but on the left they fell back. Across a wheatfield and through a peach orchard, Longstreet's Confederates drove them through the "Valley of Death." By now, Federal reinforcements were coming up. Darkness closed on the second day of the battle, and both sides braced for the final decision.

Lee was now outnumbered and, according to the books, was forced to defend; but he knew he could win only by attack; so, daring soldier that he was, he played for a win and ordered an attack. After trying the ends of the line again with no success, he regrouped his forces on 3 July and made an all-out attack straight for the Federal center on Cemetery Hill. General Longstreet assembled 15,000 men to make the charge, and all morning the divisions moved up around Seminary Ridge. Pickett's Virginia Division, which had arrived the night before, was ordered to lead the charge. In it was the 1st Virginia Regiment, ancestor of the 176th Infantry. The assault column was almost a mile wide and it had to march across nearly 2,000 yards of open ground to get at the Federals.

At 1 o'clock, 159 Confederate guns along Seminary Ridge opened fire, concentrating on the clump of trees on Cemetery Hill. In perfect formation precise gray lines moved across the fields. Cannon and muskets opened fire on them in deadly fury. The ranks thinned but kept coming, right into the Federal gun positions. There lay Cushing's Battery A, 4th U. S. Artillery (now Battery C, 50th Antiaircraft Battalion). The gallant battery stood fast, firing canister (an early form of scatter-shot) at ten yards. Captain Cushing was killed as he pushed his last cannon forward, but Sergeant Frederick Fuger took over and kept it shooting. The Con-



Figure 5. Pickett's charge.



Figure 6. Cushing's Battery at Gettysburg.

federates grabbed one of the Union cannon and turned it around; Fuger's artillerymen fought back with revolvers, shovels, hand-spikes, and stones. A Southern commander got through the Union positions there on the hill, only to fall mortally wounded. Pennsylvania and New England regiments counterattacked and drove the broken gray battalions back across the valley. In the 3 days at Gettysburg, the Union Army suffered 23,000 casualties, including over 3,000 killed, while the Confederates lost almost as many. Compare these casualties with the American losses for the first 11 days in the battle for Normandy in 1944: 3,282 killed and 12,600 wounded. To numbers of the heroes of Gettysburg went a new decoration—the Medal of Honor. This award had been established for the Army in 1862; in 1863 it was made permanent and extended to all who should "most distinguish themselves." It remains the country's highest military award.

Indian Wars, 1861-1891. The Army never ceased its guard along the Indian frontier, even when it was busy with other fighting. Much of the work during the Civil War was done by State regiments, but after 1865 the Regulars were back on the prairies. The West was a big place and there were rarely enough men or equipment to do the job properly. Frontier duty meant ruthless fighting and rough riding and called for strong men. Regiments brought up in this sort of duty grew very proud of their campaigns in the mountains and deserts and boasted of the hardships. They felt their regimental insignia to be a symbol of valor and saw to it that no other outfit claimed to have won more fights or marched more miles than they.

Each generation of soldiers grown old in the service talks about the "Old Army" of yesterday. None of the old armies had more color and stirring memories than the one which pacified the West. A typical Western post in the '70's and '80's had a regiment of cavalry and four infantry companies. Reveille was at 5:45 a. m.; a polished 12-pounder gun boomed its salute to a new day, the bugler sounded first call and the Stars and Stripes was raised. During the morning the troop-

ers rode horses at drill or led them out to graze in the shadow of the hills. Guard mount was usually formal with keen competition among the new guard for selecting an orderly to the commanding officer, and the traditional reward was a pass. Dress parade was held at 5:25 p. m. It was a colorful ceremony of flashing sabers, fluttering flags, and precise marching—each outfit to the tune of its own battle-march.

Often without warning a courier would gallop in to tell of an Indian party on the war path, and it would not take long for the troops to be on the trail. They would ride in again—when the Indians had been herded back to a reservation—usually weeks later and often after considerable fighting. The battle of the Little Big Horn, when the remnants of the 7th Cavalry returned without their commanding officer and with only one wounded horse to show for the mounts of six troops that had ridden out with General Custer, was one of the most famous. These fighting men of the frontier had not heard of the word “morale,” but theirs was good, having been developed in the courageous sharing of hardships and adversity.

War with Spain and Philippine Insurrection, 1898-1913. Once more the Army was called upon to fight in the tropics, far from its homeland. The early days of the conflict proved we were nowhere near ready for war, but fortunately the Spaniards were even less so. Two brilliant naval victories and several successful actions on land brought the War with Spain to a close in 3 months. There followed a long struggle in the Philippines, where groups of the natives were opposed to our control of the Islands. The Army put down the insurrection and was also able to capture the good will of the Philippine people. This was proved in World War II when the Filipinos loyally stuck with us through thick and thin. No other example in our history shows so well what the American soldier can do in the way of making friends if he wants to.

World War I, 1914-1918. We entered the conflict in 1917



Figure 7. The charge.



Figure 8. U. S. soldiers advancing through a Philippine village.

after the nations of Europe had been fighting for 3 years. France and England and their allies, with whom we sided, were worn down by bitter trench warfare, and the Germans launched a last great drive to break them before any number of American soldiers could arrive. The enemy began the first of five successive attacks in March 1918 and pushed a great bulge into the Allied line; but American troops had arrived faster than expected, and they were thrown in at the Marne River where the bulge was. Three American divisions stood their ground against wave after wave of attackers and helped to halt the great drive. Two regiments carry "Rock of the Marne" for their mottoes. Early in the fall of 1918, the Allies themselves began an attack that did not stop till the war was won. American doughboys had a rough sector to take, known as the Meuse-Argonne. In this area they showed ability to "dish it out" as at the Marne they had proved they could "take it." Their attack helped force the enemy to ask for an armistice in November 1918. By that time around 2,000,000 of our men were in Europe and 2,000,000 more in training at home. Some of these had come in through the National Guard—which had become an important reserve—but most came through Selective Service. With Selective Service, the Nation, while fighting for its life, returned to a belief which the colonies had practiced before the Revolution: that every able-bodied young man owed military service to his country.

World War II, 1939-1945. Americans were led to believe that they had helped to end all war in 1918, but in 1939 another war broke out in Europe. Two years later the United States was in it. World War I had been fought in trenches that stayed put, but its big brother, World War II, was a war of movement, "a fox-hole war." The conflict was world-wide and American soldiers appeared at the remotest corners of the earth.

Our allies were over-run or pushed out of Europe in 1940 by the new German blitzkrieg, and the United States Army had to help. American soldiers joined the fight to

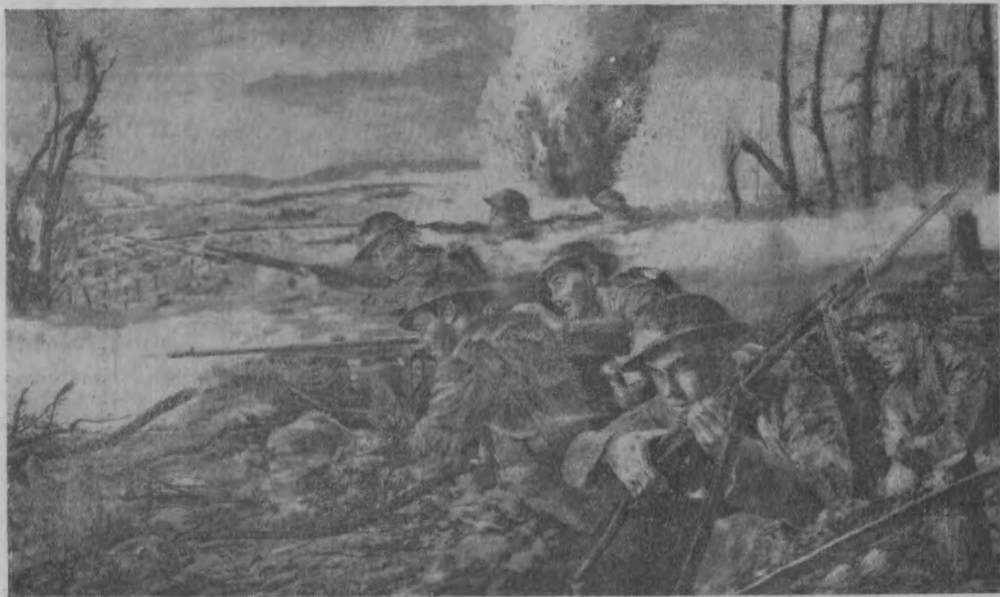


Figure 9. Rock of the Marne.

clear North Africa in 1942 and 1943; they shoved back into Italy during 1943. Finally, D-day, the supreme assault, came on 6 June 1944 and our soldiers began the bitter advance eastward into the heart of Germany. Eleven months after D-day the Allied forces, coming from opposite directions, met in the middle of Germany and the fight in Europe was over.

While the war went on in Europe, Japan struck in the Pacific Ocean. The Allied problem here, as in Europe, was to push back the enemy, but it was more a matter of taking "one damned island after another." By 1944, the Allies were prepared to start their island-hopping. American soldiers, marines, and sailors cooperated with one another, and with Allied forces, in savage fighting on beaches and in jungles, to break Japan's power, until on 14 August 1945 the war with Japan ended.

What So Proudly We Hail

You've just read about the shortest history of the Army ever written. It doesn't even hit the high spots. There are plenty of books to read if you want to learn more about the Army, but there is an easier way if you just keep your eyes open. All around you now are things we call *symbols*, and they can tell you a great deal. There are thousands and thousands of symbols of different kinds. The Cross is a revered symbol for Christians, the Star of David for people of Jewish faith. Have you ever stopped to think what a long history lies behind such symbols, what sacrifice and valor, what great men and women, what countless lifetimes of hard work? You know that the American flag is a symbol of the United States. That's why we don't let it touch the ground, why it is never dipped, and why we salute when it passes; it is not just a piece of cloth, it is the spirit of the Nation. You can never see a spirit itself, and so you need a symbol lest you forget that the spirit is always present. Our National Anthem is another symbol, and an American rises when it



Figure 10. Close-in jungle fighting.

is played, not for the tune, but because he respects the country for which it stands.

There are different kinds of military symbols which you will see as a soldier and come to respect. In time you will not look on them as pieces of colored cloth, or official names, or peculiar ways of doing things, but as living reminders of the soldiers who have served before you and of their actions. One such symbol can be packed with as much history as a book if you only know how to read it. We are going to use these symbols to tell you a little more about the Old Army, a story of over 175 years packed with man-sized fighting and adventure; a story the Army is proud of and one you can well be proud of, too.

You will hear some soldiers and many civilians poke fun at symbols and at Army traditions in general. These scoffers say that old customs have no place in a modern army, and that "spit and polish" is foolish. According to them the color and glamor, it once had, have gone out of war. The truth is, they are glamorizing the past, for war a hundred or two hundred years ago was every bit as rough as it is today. Soldiers wore bright uniforms on the battlefield in the time of the American Revolution because the range of guns in use then was short, and you could easily see a man, no matter what color he wore, long before you could hit him with a bullet. Now no one plans to send men into battle in bright colored uniforms with flintlock muskets, but if wearing a bright uniform at ceremonies or showing a flintlock musket on an insignia makes us better soldiers, it's all to the good. The idea was well put by General Leonard Wood, who said soldiers could enjoy military pomp and ceremony and profit by it "when it does not get in the way of more important things."

Your Outfit

In World War II, when thousands of infantrymen were asked what helped most to keep them going when things were rough, the majority answered that they "couldn't let

the other men down." It has been said that on the football field the factor that gives a man "heart" is the team. An American general of World War I fame put this idea into Army terms; he said that a man will do more for his company than he will for any general.

During most of your Army career, you will find yourself part of a team, and you will be expected to play your part in it. This is not all give and no take, for while you are giving strength to your outfit, it will be giving strength right back to you. As in everything else, the more you put in, the more you get out. This is one of the most important facts of Army life, and one of the hardest to put into writing. More and more you will see that your outfit is not just a bunch of men, and that it is a sort of person in its own right. This is most true of regiments, battalions, and divisions.

In most cases, your outfit is much older than you and went through the mill, more than likely, before you were born. An outfit gets to be a veteran just as a soldier can, only much more so. For instance, in 1950 the newspapers were telling about the 2d Infantry Division in Korea. They called it a battle-hardened organization and told how it had struck the enemy at Omaha Beach and kept striking him until he was licked. The newspaper writers didn't mean that the men in the division in 1950 were veterans of World War II; they knew that there weren't many old timers left in it. What they meant was that the 2d Division of 1950 had won a reputation for courage, and that the new soldiers had heard of the reputation and weren't going to see it lost. That's how the division gave its men something to fight for.

We are talking about outfits because they are what you generally read about in Army history. Now and then, during the 175 years, it is true, the names of some men stand out. These may be famous commanders like General Anthony Wayne or General Winfield Scott, or they may be enlisted men like Sergeant Fuger at Gettysburg or Sergeant York in the Argonne. As a rule, though, wars have been won by men just like you, working side by side with other



Figure 11. 2d Infantry Division in Korea.

men as part of an outfit, and their work is only to be found in the record of its achievements. Let's look at some of these records and at the symbols we use to keep them alive in the hearts of all our soldiers.

Colors and Standards

The most important symbol of your outfit is its *color* or *standard* (p. 118). Colors have symbolized military units for thousands of years. Some of the most interesting episodes in the history of our country have to do with flags. One of these tells how a small group of Union soldiers, held prisoners by the Confederates, made a Stars and Stripes from their own clothing, flew it for a few minutes from the rafters of the old warehouse in which they were imprisoned, and then tore it into 22 pieces, one for each man who helped make it. Every one then hid the piece of flag in his clothing and took it with him when released from prison. In the years following the war, the pieces were finally recovered and sewed together again to form the flag, which is still in existence. A small group of American sailors, while prisoners of the Filipinos in 1899, did about the same thing. They made their flag of clothing and guarded it with their lives. It was not in pieces, so each man took his turn wearing it wrapped around his body under his few ragged clothes. When these men were reasonably sure they would not be seen, they took their flag from its hiding place and talked about it.

Before about 300 years ago, soldiers did not wear uniforms, and the regiment's colors were the only way you could tell who was friend or foe. Wherever the commander went, the colors went with him, and as long as the colors were held in the air, the soldiers could see that the regiment was still in the fight. Thousands of men have died simply to keep the colors flying. You can understand how pieces of cloth, so dearly saved, could become sacred symbols. On the commencement of the battle at Fort Moultrie, South

Carolina, in June 1776, a cannon ball cut the staff holding the fort flag and the flag fell outside the walls. Sergeant William Jasper, a member of a South Carolina regiment, leaped over the wall and recovered it; but later, at Fort Sullivan, he gave his life in a similar act of courage.

You will remember the words of our National Anthem in which Francis Scott Key tells his feeling at seeing "the flag was still there." This showed him that Fort McHenry had not surrendered even after an all-night bombardment by the heaviest guns afloat.

You may have heard the song "Rally 'Round the Flag, Boys." This song had real meaning in the Civil War because the regimental color was the rallying point of the regiment when it had become disorganized under heavy fire. In one regiment, twelve men were shot down within a half hour to keep the flag flying so that the soldiers would hold their ground. The Nation's highest award, the Medal of Honor, went to many Union soldiers for brave deeds connected with saving the colors. Lieutenant John G. Adams, of the 19th Massachusetts Infantry, for example, seized the colors from two wounded bearers and with one flag in each hand advanced across the field to a point where the regiment could see the colors and re-form. The Medal of Honor was also given for capturing enemy colors. Sergeant George W. Roosevelt, of Company F, 6th New Jersey Regiment, was awarded it for recapturing a color at the battle of Bull Run and later capturing a Confederate bearer and his colors at Gettysburg.

Even after colors had been captured, they lost none of their sacred quality. Many years after the Southern states had re-entered the Union, the colors of the Confederate regiments, often so torn by shot and shell that they were little more than shreds, were returned to the proper states. Old Union soldiers who had helped capture them were bitter to see them returned, but the Southern outfits who got them back, proudly placed them on permanent display. Even as recently as 1950, in an important gesture of friend-

ship, the United States returned to Mexico all of the flags it had captured in 1846-1848.

Speaking of Mexico, here is a story about the Mexican War that shows what outfits and their colors meant to men in battle. To capture a strongpoint called Molino del Rey, the American commander organized a special storming party, under a Major Wright, made up of detachments from different regiments. A historian of the war tells what happened this way.

But the American spearhead—Wright's party—was merely glued fragments of steel, not a forged blade. A large part of the men were separated from the comrades and officers whom they knew and relied upon, and all from the colors they adored. Mason, Foster, Wright and 8 officers out of 14 went down. The column broke. Nearly a third of the men, whose comrades fought later in the engagement, under their proper colors and officers, like heroes, absolutely bolted.

Many of the earliest regimental colors were made by the wives, daughters, and mothers of the men in the regiments and were carried just as a knight in olden days wore the glove of his lady on his helmet. Today, our colors are designed and embroidered by the Government, but the idea of flags being sewed by women has not entirely disappeared. Since the end of World War II, an American flag, hand-made by several French women from scraps of dresses and flown from a church in Sarron, France, on 3 September 1944 when our troops liberated the town, has been presented to the 110th Infantry of Pennsylvania, the outfit that drove the Germans out.

The two colors or standards of a regiment, or a separate battalion, are made of silk, and all the designs are hand-embroidered. One of the flags, called the *national color*, or *standard*, is the Stars and Stripes; the other is the *organizational color* or *standard*, which depicts the history of the organization. These two are carried by bearers and are always protected by armed color (standard) guards. Up to



Figure 12. 3d Infantry regimental colors arriving in France, 1917.

1813 the colors of an infantry regiment were carried by Ensigns, who were the lowest ranking officers of the regiment. In that year the regulations were changed and the work was entrusted to color sergeants. Noncommissioned officers carry them today. Before the Civil War the regiments did not carry the Stars and Stripes, but instead a blue silk color on which was embroidered the arms of the United States, an American eagle bearing on his breast the shield and in his talons the olive branch and the arrows which signify peace and war. For an organizational color at that time the regiments carried flags of different colors with the name of each regiment embroidered on them. Just before the Civil War the color with the American eagle on it was made the organizational color, and the regiments were given the Stars and Stripes to carry as the second one. This system has been followed to the present day.

The next time you have the chance to see an organizational color or standard, you will notice that the base shows the color of the branch; in other words, blue for infantry, yellow for armor (formerly cavalry), red for artillery, etc. You will notice that the shield on the breast of the eagle carries the coat of arms of the regiment or battalion and that the ribbon carries the motto and the scroll its name or designation. You will also notice that from the top of the staff, just below the spearhead, hang a number of colored ribbons or *streamers* which represent the battle honors awarded to the organization. We will talk later about battle honors.

Regiments and separate battalions are the only outfits that carry colors. Divisions have a distinguishing standard which shows the divisional shoulder-sleeve insignia, and companies, troops, and batteries carry *guidons*. Guidons are much smaller flags than colors, made of bunting in the color of the branch to which the company belongs. Cavalry, by tradition, carried a red and white guidon. Guidons were first suggested in official records on 9 May 1808 when the Secretary of War wrote that since the companies would be separated from each other in the fighting, "it may be well to have a

small company flag, or colors for each company." In the general regulations published in 1834, guidons were prescribed for cavalry units only. The reason for this was that men on horses moved much faster than foot-soldiers and got separated more easily, so they needed a flag to rally on. Also in the early days cavalry did not fight as regiments but in troops that were stationed far apart at different posts on the frontier.

Colors are not carried in battle today because we try to keep the enemy in the dark about the outfits facing him and because modern guns are too accurate to allow it. But that does not mean that they are any less sacred as emblems to their outfits. A soldier does not salute the organizational color as he does the national color, but he takes as much care to see that it is not mistreated. You will observe on parade that when an officer higher than the commander of the outfit appears, or when the National Anthem is played, the organizational color is dipped in salute. This means the outfit is paying an honor to the officer or to the country.

Decorations and Battle Honors

The older outfits of the Regular Army and the National Guard have many symbols and outward signs of the parts they have played in American history. As the experienced soldier is known by the decorations and service ribbons he wears on his uniform, so the well-tried regiment or battalion may be recognized by the *unit decorations and campaign streamers* displayed with its colors.

Regiments were authorized to have battle honors embroidered on the stripes of their national color in 1863, and this practice continued until 1890. It was then ordered that the honors be inscribed on silver bands fastened around the staff of the organizational color or standard. In 1920, orders directed that names of battles and engagements be embroidered on streamers attached to the staff; but companies, operating apart from their regiments or battalions, are still

awarded the old silver bands. The World War I streamer for service in France is in the colors of the rainbow. World War II streamers are the same colors as the theater ribbons. Streamers of the American Theater bear no embroidered inscription, except for the units that took part in the campaign against enemy submarines. The Asiatic-Pacific campaigns are embroidered in blue, and those of the European-African-Middle Eastern Theater in golden yellow. If a unit has taken part in an assault landing, whether by sea or by air, it carries an arrowhead on the campaign streamer beside the name of the campaign.

Let's take two or three examples of units whose campaign streamers reflect much of the history of our country. We can start with the 7th Infantry Regiment. It took part in 4 campaigns of the War of 1812; 9 of the Indian Wars; 8 of the Mexican War; 12 of the Civil War; the War with Spain, and the Philippine Insurrection; 7 campaigns of World War I; 10 of World War II; and during 1950-51 was earning more honors in Korea. Then there is Battery D of the 5th Field Artillery, which we have mentioned before. Battery D has all the honors of the Battalion, and in addition bears on its guidon pike silver bands showing that it was in nine campaigns of the Revolution; the War of 1812; and several others. The organizational standards of the 1st Tank Battalion (1st Cavalry), of the 2d and 3d Cavalry Regiments, and of many other outfits are so heavy with campaign streamers that it takes a strong man to carry them.

These streamers are more than just ribbons, and every man deserves to know the story behind them. Since we've started with the 7th Infantry, we'll stick with it to make the point. One of its streamers carries the inscription CERRO GORDO, the name of a battle in the War with Mexico. The Mexicans were dug in on top of two steep hills in the path of the United States Army. They outnumbered our men by nearly 4,000, and old soldiers said the hills could not be taken by assault. Robert E. Lee, a young captain of engineers, went out to look for a way to bypass the hills, and he came

so close to capture that he had to lie still behind a log all day while the Mexicans used a spring on the other side. Lee found a way around, and General Scott prepared to send the Army along it to attack the enemy from behind.

Through an error, General David Twiggs ordered his division to take the hills head-on before Scott's end-run was ready. The 7th was part of the assault force, and the men in it prepared for what looked like sure death. When the zero hour came, the soldiers charged yelling, and their yells drowned out the roar of the cannon. Captain Roberts, who was there, described the spirit he saw: "When dangers thickened and death talked more familiarly face to face, the men seemed to rise above every terror." As soon as the Mexicans saw that the attackers "seemed to despise death," they ran for their lives, and the 7th, with other outfits, went on to do the impossible. That is the story the streamer CERRO GORDO tells soldiers who have ears to hear.

More highly prized than campaign streamers are those given units for conduct "above and beyond the call of duty." In the beginning, there was no sharp distinction between honors given for campaigns and those given for outstanding performance. In 1863, for example, the 13th Infantry Regiment was authorized to have FIRST AT VICKSBURG embroidered on its colors, because in the final stages of the siege of Vicksburg, Mississippi, in July 1863, it lost nearly half its men in gallant attempts to take the town. Later the embroidery was removed and a streamer awarded in its place.

In order to single out especially brave units and show them honor, President Roosevelt bestowed the first *Distinguished Unit Award* in 1942. This citation is issued in the name of the President to outfits that accomplish their missions under truly difficult and hazardous conditions. The symbol of the honor is a blue streamer with the name of the action embroidered on it in white. Men who were with the unit during the action cited may permanently wear the Distinguished Unit Emblem (a blue ribbon in a gold-



Figure 13. First at Vicksburg.

metal frame). Mostly, the award has gone to battalion-size units, but the 142d Infantry is one case of a regiment that was cited as a whole for its action against the Siegfried Line.

One of the celebrated Distinguished Unit Citations went to the units of Combat Command B, 9th Armored Division, for action during early March 1945. You may remember that by March the "Bulge" had been eliminated and the Rhine River remained as the one great barrier before the Western Allies. On 28 February, Combat Command B launched an attack and forced the enemy into disorderly retreat. The Ludendorff Bridge was the only bridge that still stood, and the Germans were retreating across it in hordes. One column of Combat Command B reached the western approach half an hour before it was supposed to be blown. The troops knew the span was mined and likely to go sky high any minute, but they crossed it anyhow in the face of severe fire. An explosion rocked the bridge but did not destroy it. Engineers scrambled down the abutments, cutting wires leading to other demolition charges and disposing of hundreds of pounds of explosives by hurling them into the river. Other troops came up to clean out the enemy and help hold the passage into the heart of Germany. For this bold action, the outfits that were there carry on their colors a blue streamer embroidered REMAGEN BRIDGEHEAD.

A decoration called the *Presidential Unit Citation (Navy)* is awarded by the Navy to Army outfits which served with distinction while attached to naval forces. A number of outfits, for example, which were once part of the Americal Division, carry the blue, gold, and scarlet streamer, embroidered in white, which stands for a Navy citation won in combat in the South Pacific.

The *Meritorious Unit Commendation* is an award for exceptionally good conduct and the performance of outstanding services not necessarily involving combat. It has been awarded to many service battalions, and service elements of

combat units, and to a few combat outfits as a whole. The streamer is scarlet, with the name of the theater of operations embroidered in white. Individuals present for duty with the outfit during the period for which the commendation was awarded may wear as a permanent part of their uniform the *Meritorious Unit Emblem*—a golden laurel wreath on a square of olive-drab cloth sewed on the lower right sleeve.

Units of our Army are permitted to accept foreign decorations if they come from nations that have fought in a common cause with us and such award is approved by Congress. The best-known of these foreign honors is the French *Croix de Guerre* awarded for heroism in action or exceptionally meritorious service in direct support of combat operations. The symbol of the *Croix de Guerre* is a green and red streamer, embroidered with the name of the action, but no emblem is authorized for wear by individuals unless they have been individually cited by name. When a unit has been twice awarded the *Croix de Guerre*, however, the French Government often confers upon it, in addition, the French *Fourragère*, a braided cord in green and red which the men of the unit may wear on the left shoulder. Units which, in addition, have been cited twice before the *Medaille Militaire* may instead be authorized to wear a yellow and green *fourragère*.

The Belgian Government has given a red and green *fourragère* to units which have been twice cited in the Orders of the Day. Decorations bestowed by the governments of Italy, Portugal, and the Netherlands, are symbolized by streamers carried on the colors, but the Orange Lanyard of the Netherlands is an exception. This decoration is an orange cord which may be worn on the left shoulder by men who were with the unit during the action.

There are some regiments and battalions that have been awarded a surprising number of foreign decorations. Take, for example, several of the units of the 1st Infantry Division. Three infantry regiments (16th, 18th, 26th), two field artillery battalions (5th and 7th), the 1st Engineer Battalion and

the 1st Signal Company carry both the Medaille Militaire and the Belgian Croix de Guerre. Certain units of the 82d Airborne Division are not far behind. Two airborne infantry regiments (325th & 505th), one artillery battalion (319th) and the 82d Signal Company have been awarded the French and Belgian Croix de Guerre and, in addition, the Netherlands Orange Lanyard and a streamer of the Netherlands Military Order of William, embroidered NIJMEGEN 1944. A unique honor was given one American outfit (14th Major Port) at Southampton, England, for its operation of the Port of Southampton during World War II. In a colorful ceremony held 14 March 1946, the Mayor of Southampton presented the commander with a parchment scroll giving the American unit a privilege not even the local regiment had: "The privilege, honour, and distinction of marching through the streets . . . of Southampton with bayonets fixed, drums beating, and colours flying."

We have been talking about honors awarded to organizations, and now it is time to say a little about the history of decorations given to individuals. You have already read a short account of the beginning of the Army Medal of Honor during the Civil War. Most of the modern decorations started since that war, but one or two go back to the Revolution. One of the old ones is the *Purple Heart* which General Washington established in 1782. ". . . ever desirous to cherish virtuous ambition in his soldiers . . ." the General directed that for ". . . singularly meritorious action" a soldier could wear over his left breast the figure of a heart in purple cloth edged with narrow silver lace. This badge, for enlisted men only, was called the *Badge of Military Merit* and the wearer was "suffered to pass all guards and sentinels which officers are permitted to do." The *Purple Heart* was allowed to lapse after the Revolution but was revived in 1932. Its purpose has changed and it is now awarded to any soldier who is injured in action against the enemy.

Next in rank below the Army Medal of Honor is the



Medal of Honor



Distinguished Service Cross



Distinguished Service Medal



Silver Star



Legion of Merit



Distinguished Flying Cross



Soldier's Medal



Bronze Star Medal



Air Medal



Commendation Ribbon



Purple Heart



Distinguished Unit Emblem



Meritorious Unit Emblem

Letter "V" Device

Worn on Bronze Star Medal Ribbon to indicate a valor award.

Bronze Oak Leaf Cluster

For each succeeding award of a decoration already received.

Silver Oak Leaf Cluster

Equivalent to five Bronze Oak Leaf Clusters.

① Decorations.

Figure 14. Decorations and service medals.



Good
Conduct



Mexican
Service



Mexican
Border
Service



Victory
World War I



Army of
Occupation
of Germany
World War I



American
Defense
Service



Women's Army
Corps



American
Campaign



Asiatic-
Pacific
Campaign



European-African
Middle Eastern
Campaign



Victory
World War II



Army of
Occupation
World War II

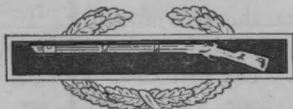
Bronze Service Star
For each designated
battle or campaign

Silver Service Star
Equal to five Bronze
Service Stars

Bronze Arrowhead
Participation in initial
assault landing

② Service medals.

Figure 14—Continued.



Combat
Infantryman



Expert
Infantryman



Master
Parachutist



Senior
Parachutist



Parachutist



Senior Army Aviator



Army Aviator



Glider Troops



Expert



Sharpshooter



Marksman

QUALIFICATION BADGES



QUALIFICATION BARS



Officer



Warrant Officer



Enlisted

U. S. ARMY CAP INSIGNIA

⑧ Miscellaneous badges and insignia.

Figure 14—Continued.

Distinguished Service Cross. When this was established in 1918, it canceled the *Certificate of Merit* that was established in 1847 during the Mexican War. The first Certificate of Merit was awarded to a dragoon private, John R. Scott, for pursuing five Mexican cavalymen by himself and capturing one of them. Scott's performance set the standard which has been followed since for giving the D. S. C. There are other decorations, like the Distinguished Service Medal and Silver Star, that deserve more time than we can give them. Most of them have a proud, but not a long, history, for they are products of the two World Wars.

Insignia

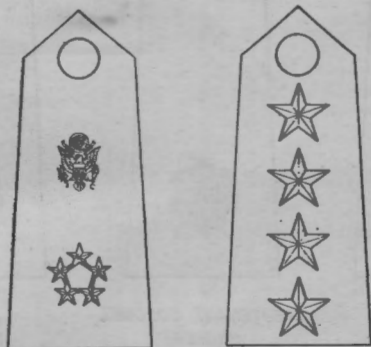
As long as you are in the Army, you will be looking at *insignia*. Every soldier wears them to show his grade, branch, length of service, the outfit he belongs to, and many other things. Even the buttons on your uniform and the device on your service cap are forms of insignia. All types are symbols. We will discuss several of them, and will begin with insignia of grade.

The soldiers of the Continental Army in our Revolutionary War showed their grade differently than we do. General Washington ordered sergeants to sew a stripe of bright red cloth on their shoulders, and corporals a green stripe. Field grade officers wore red cockades in their hats, captains, yellow, and lieutenants green. Beginning in 1780, the generals displayed stars on shoulder-pieces known as epaulets. The colonel's *eagles* date back to 1832 and the *oak leaves* that lieutenant colonels and majors wear were first used in 1836. Insignia of grade for officers as used today is shown in figure 15.

Enlisted grades are shown by *chevrons*. The chevron is a very old and honorable device which was often painted on the shields of knights in ancient days. In the beginning it was probably drawn to represent the rafters of a house, and so it points upward. In a sense it meant "the top of the

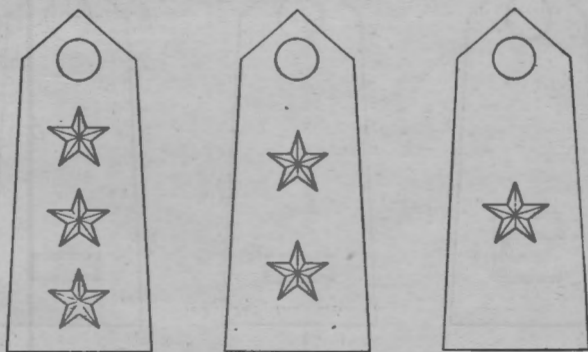
house." We have used the chevron since the Revolution, but its present spot above the elbow dates from 1833. Insignia of grade sometimes comes off in battle because it makes too good a bull's-eye for the enemy.

Branch insignia does not go back as far as grade insignia because in the old days the Infantry, Cavalry, Artillery, and



GENERAL OF THE ARMY

GENERAL



LIEUTENANT GENERAL

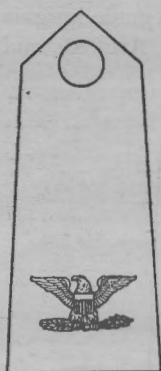
MAJOR GENERAL

BRIGADIER GENERAL

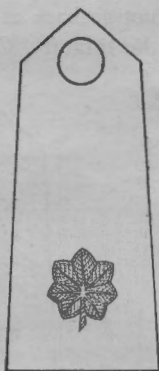
①

Figure 15. Insignia of grade for officers.

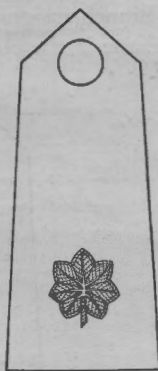
other branches had different kinds of uniforms. The oldest branch insignia in the Army is the "shell and flame" of Ordnance which came into existence in 1832. The present



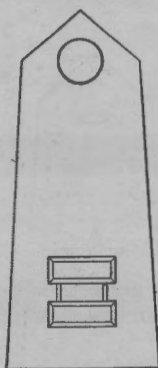
COLONEL



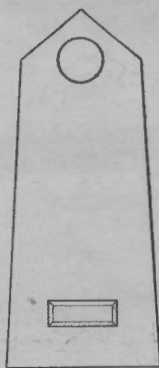
*LIEUTENANT COLONEL
(SILVER)*



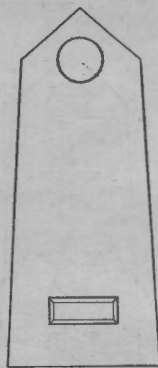
*MAJOR
(GOLD)*



CAPTAIN



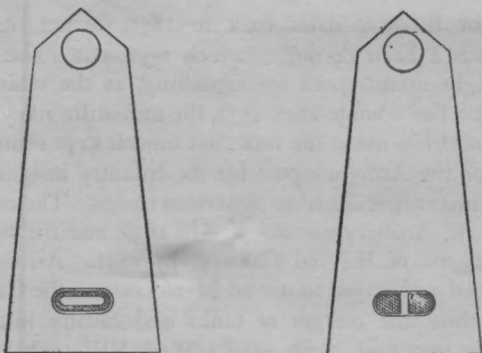
*FIRST LIEUTENANT
and CONTRACT SURGEON
(SILVER)*



*SECOND LIEUTENANT
(GOLD)*

②

Figure 15—Continued.



CHIEF WARRANT OFFICER WARRANT OFFICER (JUNIOR GRADE)

③

Figure 15—Continued.



① Master sergeant.

② First sergeant.

③ Sergeant first class.



④ Sergeant.

⑤ Corporal.

⑥ Private first class

Figure 16. Chevrons of grade for enlisted personnel.

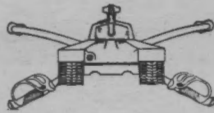
insignia for Infantry dates back to 1875; before that its insignia was a horn or bugle, which represented the horn used by light infantrymen for signalling, as the whistle is used today. For a while after 1875, the miniature rifles worn were the model in use at the time; but models kept changing, and in 1924 the Army adopted for the Infantry insignia the flintlock musket first issued to American troops. The crossed cannon of the Artillery was adopted in 1836, and the crossed sabers, insignia of the old Cavalry, in 1851. Armor has recently been authorized to use an M-26 tank on the Cavalry sabers to show the merger of tanks and cavalry into one branch. In 1942 tank outfits used a Mark VIII tank, which was the first successfully operated tank used in World War I. The same tank was formerly shown on crossed muskets when tanks were a part of the Infantry.

Down to about the Civil War, men of the different regiments of the Army could be identified easily because they wore different kinds of uniforms, or at least their buttons and metal hat plates bore the numbers of their regiments. During the Civil War special uniforms were given up. Most soldiers in the Union Army wore the same blue clothes; so a new way to tell one outfit from another came into use—colored patches of cloth. Probably the first instance of the use of the patch occurred when General Philip Kearney had his men wear a red diamond on their hats to designate the Third Division, Army of the Potomac.

There is an interesting story about how the XV Corps gained its badge during the Civil War. One of its men was marching along a muddy road when he met a party of soldiers of the XII Corps at a camp-fire, and all of them wore a star on their hats. He had never seen a corps badge before and he asked if they were all generals. They laughed, remarked how ignorant he was and proudly told him the star was their corps insignia. Then they asked him what his badge was. Not to be outdone, he slapped his cartridge box and said, "Forty rounds in the cartridge box and twenty in the pocket." When the corps commander heard the story, he saw how



ADJUTANT GENERAL'S
CORPS



ARMOR

ARMY MEDICAL SERVICE



CONTRACT SURGEON



DENTAL CORPS



MEDICAL CORPS



MEDICAL SERVICE
CORPS



VETERINARY
CORPS



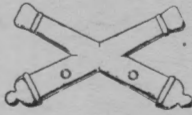
ARMY NURSE
CORPS



WOMEN'S
MEDICAL SPECIALIST CORPS

① Officers.

Figure 17. Collar insignia.



ARTILLERY



CHAPLAINS
(CHRISTIAN FAITH)



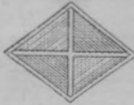
CHAPLAINS
(JEWISH FAITH)



CHEMICAL CORPS



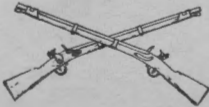
CORPS OF ENGINEERS



FINANCE CORPS



GENERAL STAFF



INFANTRY



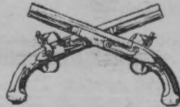
INSPECTOR GENERAL



JUDGE ADVOCATE
GENERAL'S CORPS



MILITARY INTELLIGENCE
RESERVE



MILITARY POLICE
CORPS



NATIONAL GUARD
BUREAU

② Officers—Continued.

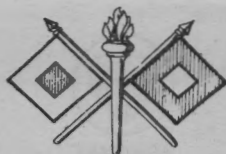
Figure 17—Continued.



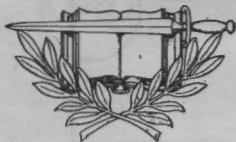
*ORDNANCE
CORPS*



*QUARTERMASTER
CORPS*



*SIGNAL
CORPS*



*STAFF SPECIALIST
RESERVE*



*TRANSPORTATION
CORPS*



WARRANT OFFICERS



WOMEN'S ARMY CORPS

③ Officers—Continued.

Figure 17—Continued.



ADJUTANT
GENERAL'S CORPS



ARMOR



ARMY
MEDICAL SERVICE



ARMY SPECIALIST



ARTILLERY



CHEMICAL
CORPS



CORPS OF
ENGINEERS



FINANCE
CORPS



INFANTRY



MILITARY
POLICE CORPS



ORDNANCE
CORPS



QUARTERMASTER
CORPS



SIGNAL
CORPS



TRANSPORTATION
CORPS



WOMEN'S
ARMY CORPS

④ Enlisted personnel.

Figure 17—Continued.

catchy it was and adopted the cartridge box with the words "forty rounds" as his outfit's badge. Today the 13th Infantry Regiment uses this same device as part of its insignia because the regiment was once a part of the XV Corps.

After the Civil War, patches were discontinued, but they appeared again during World War I, this time to stay. One of the big problems that commanders were faced with at that time was how to reassemble their men after a battle. The British hit upon the idea of sewing a piece of colored cloth on the back of the jacket, just below the neck. The idea was for all men wearing the same colored cloth to assemble under the nearest officer who wore a like piece. It was the American doughboy, however, who first wore a shoulder patch. This happened more or less by accident. In the summer of 1918 the 81st (Wildcat) Division sewed a picture of a wildcat on their shoulder sleeves when going through Hoboken on their way to France. In France, General Pershing heard of this and ordered the patches taken off. He later changed his mind and not only allowed the Wildcats to keep their shoulder patches but required everybody to wear something similar.

The shoulder sleeve insignia of today have an interesting story behind them. For instance, the 1st Division adopted a red "1" in 1918 because they found out they were first to do lots of things such as: first to arrive in France, first to attack the enemy, and first to be cited. National Guard divisions often use symbols which show the State they are from. The 28th Division of Pennsylvania shows a key-stone, the State symbol. The 27th Division shows stars of the Constellation of Orion, a play on the name of its first commander, General O'Ryan. The 29th Division uses a "Tah Hook," the Korean good luck symbol, of blue and gray to show that the men of that division come from both the North and South. Corps designs are usually blue and white, the color of the corps flags.

One big reason for wearing organizational devices is to tell one group of soldiers from another. When American

troops landed in Africa in 1942 they wore a small American flag upon their arms or helmets. This identification helped a great deal to cut down casualties. Such devices can appear other places than on the uniform, too. General George S. Patton, Jr., in World War II, had every vehicle in his Third Army display a different color panel every day. In this way our own forces could be spotted and identified quickly from the air. Modern warfare, of course, limits the use of insignia in actual battle. We don't want to advertise what outfits are in what places, or make brightly colored targets for enemy riflemen.

Membership in regiments and separate battalions is shown by what are called *distinctive unit insignia*, usually made of metal and worn on the shoulder loop of the uniform coat. These distinctive insignia are closely related to the outfit's official *coat of arms*. You remember, we said the coat of arms was embroidered on the organizational color or standard. It is the official symbol of the regiment and is designed by experts in *heraldry* after a close study of the outfit's history. Coats of arms or distinctive insignia are often used on regimental stationery or painted on the walls of recreation rooms, post libraries, and other places where the men of a regiment or battalion gather. Many soldiers have made fine collections of the insignia of the different outfits.

Heraldry is an ancient art of picture writing. It is a system of using symbols and colors to describe traditions, ideals, and accomplishments of individuals and groups. The distinctive insignia of the 5th Infantry is a good example of the use of symbols to show the history of a unit. The 7th Infantry uses an insignia showing a bale of cotton and crossed rifles to commemorate the important part it played in the Battle of New Orleans in 1815. The 121st Infantry Regiment of Georgia adopted "The Old Gray Bonnet" as its official song, and its insignia, in imitation of the tune, is a gray bonnet.

Certain battles have produced slogans or emblems for two

or three regiments. This was true of the Battle of Buena Vista in 1847. General Zachary Taylor had placed his troops in northern Mexico in such a way that the Mexican Army was able to threaten them from both front and rear. The commander sent Taylor a note telling him he was surrounded and suggesting surrender. "Old Rough and Ready" turned him down flat, and both sides prepared for a fight. The enemy struck twice and the Americans gave ground slightly, but at this point the superiority of American artillery began to show. Captain Braxton Bragg's battery—later E Battery, 1st Field Artillery—took up a position at the point of greatest danger and blasted the enemy foot-soldiers with scatter shot. Taylor saw the chance and rode to the position waving his battered old straw hat. He rarely showed excitement, but in this case he did. "Double shot those guns and give 'em hell!" he yelled, and this has been refined through years into the familiar form "Give me a little more grape, Captain Bragg." Anyhow, the grape-shot won the battle and gave the 1st Field Artillery Regiment an emblem which appears to this day in the insignia of its descendant, the 1st Field Artillery Battalion. In another part of the battleground, the Mississippi Rifles were pitted against Mexican cavalry with long lances. Their chances seemed slim, but the commanding officer, Colonel Jefferson Davis, gave the order "Stand Fast." The ranks stood and fired so accurately that the enemy horsemen were put out of action, and his firm behavior is preserved in the motto on the insignia of the 155th Infantry Regiment which says "Stand Fast."

We can't leave mottoes without saying a little more about them. They always appear on the colors and on the coat of arms and, more than half the time, on the insignia. Some mottoes come from orders that have become famous, such as "Stand Fast"; others from commendations such as "Take the right of the line" of the 14th Infantry. General George G. Meade gave the 14th the post of honor in a review in Richmond because, he said, "[It] has always been to the front in

battle." Certain mottoes are battle cries, for example "Garry Owen" of the 7th Cavalry. When the 7th went into its first big fight in 1868, General George Custer ordered the band to play an old drinking song, "Garry Owen," so the name became a motto and the tune became the regiment's special march. Other mottoes express ideals or sentiments and are often in Latin or French.

The 3d Infantry has one of the most unusual insignia of any organization in the Army, a black leather strap one-half inch wide with a buff leather strap woven in the middle worn on the left shoulder of the service coat. Many years ago the men of the regiment, proud of its age, wove broad strips of rawhide (of a buff color) in with the black leather shoulder straps of their knapsacks to symbolize the special markings on the regimental uniform when the regiment was under the command of General Anthony Wayne. This buff and black knapsack strap is perpetuated in the modern distinctive insignia called "Buff Sticks" and the regiment was once nicknamed after it.

Many regimental and battalion insignia have what is called a *crest*. As you might guess from the word, the crest tops off the insignia, and it usually appears on the coat of arms. Regular Army units may have a crest which is distinctive to the organization, but National Guard outfits always use the crest of their home state. You can recognize an Organized Reserve regiment or battalion by its crest because it always carries the famous statue of the Minute Man of Lexington.

We have hardly been able to scratch the surface but we have, maybe, in talking about insignia, given you some clues.

What's in a Name

Your outfit has an official name or *designation* that is very important to it. This name, like your own last one, gets on to the records and is used for official purposes. An organization may also have a *traditional designation*, often one it held many years ago, that is as important to it as the

other. For instance, the 176th Infantry got its number in 1917, but it is still allowed to call itself the *1st Virginia* because it was the original regiment formed in Virginia 300 years ago, and because it lived and fought as the 1st Virginia for around 265 years. The traditional designation is always written in parentheses, 176th Infantry Regiment (First Virginia). That name sticks too! Look at the 116th Infantry, called *the Stonewall Brigade* because it is descended from the famous brigade commanded by General "Stonewall" Jackson during the Civil War. Another example is the 623d Field Artillery Battalion, known as *Morgan's Men*, because it descends from the corps of raiders commanded by the Confederate General John Hunt Morgan.

Like people, some outfits are better known by *nicknames* than by their official designations. Nicknames come from many sources, but we can only mention a few to give you a sampling. The 28th Division from Pennsylvania is called the "Keystone Division" because the symbol for Pennsylvania is a keystone. The 70th Infantry Division has an axe head and a pine tree on its shoulder sleeve insignia and is nicknamed "The Trailblazers"; the 65th Division displays a battle axe on its design and goes by the "Battle-Axers." As to regiments, the 3d Infantry has carried the nickname "Old Guard" from Mexican War days when General Scott named it that for bravery. The 31st Infantry is called the "American Foreign Legion" because all its combat service has been outside the United States, and the 27th Infantry was named the "Wolfhounds" for its speed when stationed in Siberia during and just after World War I.

Let's see how our Army got some of the designations it uses. To begin with, in the early days an outfit often went by the name of its commander since he got the men to join, selected the officers, and in every other way kept the organization going. As a result, there were outfits like John Glover's Marblehead Regiment in the Revolution; A. W. Doniphan's Missourians in the War with Mexico; Morgan's Men in the Civil War; and, even as late as the War with



Figure 18. Charge of the Rough Riders at San Juan Hill.

Spain, Theodore Roosevelt's Rough Riders. At the same time, the Army began to assign numbers. If an outfit was labeled, say, the 1st New York, this meant that it was the first of its kind to be organized in New York, so you could judge its age by the size of its number. You can't do so any longer, because the numbers have been changed too many times. For instance, you might expect the 3d Infantry to be the third oldest infantry regiment in the Regular Army. Actually it is the oldest, but in a big shuffle of all the numbers after the War of 1812, it slipped two numbers.

Yes, today a unit's number doesn't tell much about its age; the oldest two outfits in the Army are the 101st Engineers and the 182d Infantry, and both of them were set up in Massachusetts in 1636. Numbers, however, can tell you a good deal. If you see them in the "100 series," you can be pretty sure they belong to the National Guard. The "300 series" marks units in the Organized Reserve Corps, and in the "500's," you will find many airborne outfits. Most of our fine tank battalions have numbers in the "700's," but none of the series of numbers are free of exceptions.

Even the big branches in the Army have stories behind their names. The name *Infantry* comes from the word *infant* because, in ancient times, the foot soldiers were so close to the rulers that they were referred to as their children. *Artillery* is very old and is related to the word *art*. The earliest cannoners were civilians, who hired themselves out, and were careful to keep the know-how of their craft to themselves. *Cavalry* has a simpler origin than the two other very old branches, for it stems from the French word *cheval* which simply means "horse." Now, as the horse has gradually lost his place in warfare, the term *cavalry* has also been in danger of losing out; but it has been retained to represent the proud histories of units that have grown up as horse-outfits. In many instances their mission, as the arm of speed and violence, remains unchanged, with present-day Armor continuing to carry out the old cavalry functions of reconnaissance

and security, pursuit and shock action. During 1950 and 1951, the 1st Cavalry Division has been fighting in Korea, but it is acting as an infantry division. Many units have *cavalry* in their titles, for example, the 3d Armored Cavalry Regiment.

Speaking of the 3d Cavalry brings up again the subject of nicknames. People who know the regiment well call it "Brave Rifles," a name General Scott gave it after the capture of Mexico City in 1848. This is not by any means the only other name, besides 3d Cavalry, that it has had. In the beginning it was called The Regiment of Mounted Riflemen because its soldiers served on horse as riflemen. During World War II, it was given several more new names; but the point to remember is that, whatever the name in use at any time, the outfit does not change.

The stories behind the names of outfits, and the outfits themselves, run into the thousands, but we can only stop to mention a few. We have told you already about the battery organized during the Revolution by Alexander Hamilton. It is allowed to keep the name "D Battery" even though field artillery battalions no longer have more than three batteries, A, B, and C. Next, it is a curious fact that the 1st and the 100th Tank Battalions both come from the 1st Cavalry. Then there is the 295th Infantry which was formed in Puerto Rico by a Spanish grandee with the Irish name of O'Reilly. The 107th Infantry was the first American outfit to call itself National Guards, and it began to use the name 80 years before the rest of the nation did. The 100th Infantry Battalion, made up of Japanese-American soldiers, fought so well in Italy in World War II that it was allowed to retain its battalion number when it became part of the 442d Infantry Regiment. Instead of becoming the 1st, 2d, or 3d Battalion, the 100th stayed the 100th. You can see from what little we have said that Army names and numbers have their share of romance, and, like colors and insignia, symbolize the good of the past.

Customs and Ceremonies

You will frequently run across *customs* in the Army that originated long ago. We can talk about the origins of just a few of them and may as well start with the hand salute, which is so old that its beginnings have to be guessed at. Some students say it began in late Roman times (1 A. D. to 500 A. D.) when assassinations were very common. People who wanted to see public men had to come before them with right hands raised to show that they did not hold a dagger. The practice gradually became a way of showing respect and in early American history sometimes involved removing the hat. By the 1820's it was modified into touching the hat, and since then it has turned into the crisp hand salute which you use.

You learn, as part of military courtesy, always to walk, or sit to the left of your superiors, and this is another custom with a long past. During the life of the United States there have been firearms, but that was not always the case. Men fought for centuries with swords, and because most men were right handed, the heaviest fighting occurred on the right. The shield was on the left arm, and the left side became defensive. Men and units, who preferred to fight rather than to "let George do it," and who were proud of their fighting ability, considered the right of a battle line to be a post of honor; so when an officer walks on your right, he is symbolically filling the post of honor.

When you drill on foot you are doing what soldiers have done for more than 2,400 years. The way you are taught to get around as a group doesn't much resemble the way it was done 1,000, or even 100 years ago; but the purpose is the same, to teach you to move together. Drill commands are about the same as at the time of the War of 1812, but the officer or noncom, giving them 140 years ago began by saying, "Take care to face to the right. *Right, FACE!*" Another thing, if you had drilled at the time of the American Revolution you would have marched at a cadence of

76 steps a minute instead of the 120 that you use. The slower rate was not because the soldiers were weaker in 1776, but because battle conditions required it. Groups of men performed precise movements on battlefields, and the army that could perform them best was often able to get behind the enemy, or on his flank, and thus beat him. Speed spoiled the winning exactness. Also, firearms were not able to shoot as far and as accurately in 1776, so a body of soldiers could take more time to approach the enemy.

American soldiers have always liked mascots, and several animals have come to symbolize the spirits of their outfits. We can talk about only two of the most famous, Old Abe and Comanche. Someone in the 8th Wisconsin Infantry Regiment bought an eaglet from a Chippewa Indian in 1861 and took him off on a leash to fight the Confederacy. The eaglet became Old Abe and a sergeant carried him on a staff between the two colors of the regiment. During battle he flew to the end of his tether, hovered over the fight and screamed. He was in thirty-six battles, wounded in two, and a Confederate general offered a reward for him, dead or alive. His likeness now forms a part of the shoulder-sleeve insignia of the 101st Airborne Division, which also came from Wisconsin.

Comanche, a horse, was the only "white" survivor of Custer's Last Stand on the Little Big Horn in 1876. Scarred as he was, the animal became a symbol to the 7th Cavalry of the fighting heart of their outfit. The commanding officer published a general order relieving him of all work for the rest of his life and directing that ". . . on all occasions of ceremony . . . Comanche bridled, saddled, and draped in mourning, and led by a mounted trooper of Company I will be paraded with the regiment."

You may find yourself in a regiment or a battalion where some custom with a long past is still in use. We can mention just three examples, and will begin with the 19th Infantry Regiment. The 1st Battalion of the Regiment held its ground for 2 days during the Battle of Chickamauga in

September 1863 and took such terrible punishment that at the end of the second day only half the battalion were still standing. A 2d lieutenant was in command, and ever since then a 2d lieutenant commands during the ceremonies of the 19th on its anniversary day.

The 2d and 3d Cavalry Regiments turn out their color guards at some ceremonies in uniforms of the period of the Mexican War (1846 to 1848). This, of course, commemorates the hard service of those regiments against Mexico and against the Indians 100 years ago. The third example is the 28th Reconnaissance Company, which has existed since 1774. This company retains a "cornet" as one of its officers, because the junior officer of cavalry troops at the time of its organization in 1774, and until 1799, was so called in the American service. In addition to these examples, others are encouraged by the Department of Defense. Army Regulations direct that regiments, battalions, and companies pick the anniversary of an important event in their past and celebrate it each year as a *Unit Day*. That day is a holiday, and the traditions of the outfit are kept in the spotlight all day.

It is well, in a world becoming smaller because of rapid communication, to remember that we are related to the people of Western Europe, and that some of the ceremonies of the Army are much older than the United States itself. We will look over a few of these and some younger ones too while we are at it. To begin with, the right of a line, for reasons already explained, has traditionally been a post of honor. The same is true of the front of a body of men, and for the same reasons. Outfits used to be lined up for ceremonies according to the rank of their commanding officers, with the highest ranking on the right. Squabbles arose in the Continental Army during the American Revolution over the posts of honor at ceremonies, so Washington used geography to settle them. He put the troops from the colony farthest south, Georgia, on the right and lined the others up in their geographical order from south to north. The modern method of avoiding quarrels over positions is as ingenious as

Washington's: the slowest moving arm occupies the right at ceremonies and the others take places on its left according to their speed.

When you march in a parade, a review or a guard mount, you will be in formations that are not much different from those of Revolutionary times, but there are a few changes. Formations for ceremonies at the time of the Revolution were influenced by battle far more than the ones you stand in, for battle lines were more like parades than they are now. Accurate and long-ranged guns have made those parade formations impossible on battlefields. During and before the Civil War, the field officers (colonels, lieutenant colonels, and majors) were posted behind the line in battle to keep the soldiers from retreating, and they began all ceremonies in their battle positions. Now they stand in front of the ranks throughout.

The parades of your battalion and regiment are opened by *Adjutant's Call* sounded on the trumpet, and this same call has opened parades of the American forces for 150 years. After some preliminaries, the adjutant orders the band to *Sound Off* and it at once plays three chords. The source of these chords is lost in the past, it is so old, but the use of three has the same roots as three strikes in baseball and three as a lucky number. We shall see the number three used again in another ceremony. It is an interesting little point that, as late as 1867, the command the adjutant gave the band was *Beat Off* instead of *Sound Off* because the music was usually furnished by drum corps. Having sounded off, the band marches in front of the troops and then countermarches to its original position. This march across the front of the line is said to go back to the Crusades (1095 to 1260 A. D.). The troops offering themselves for holy service were drawn up in a long formation and the band countermarched only before those chosen to serve.

After the band has sounded off, the commanding officer may, if he wishes, give the troops some facings or movements of the manual of arms. This is the traditional way in which

he establishes control over his command, and it has been practiced in the United States since the Revolution. The last parade custom that we will discuss here is the march of the officers up to the commanding officer and back. This is now purely a matter of tradition, but it once had a use. The officers were called forward at the very end of parades 125 years ago, when the troops were already marching off the field. They were then given any secret instructions the commanding officer had for them and required to explain absences from the parade in their outfits. We will not comment on the ceremony of *Guard Mount* any more than to say that it is older than the United States and has been more elaborate in the past than it is now. We have not, even when our Guard Mounts were at their most elaborate, retained the old uniforms, weapons, and movements in them as much as the British have.

There are two more ceremonies we will mention. You will take part in one of them often, but the other one is less familiar. The one you are familiar with is *Retreat*, and its name may surprise you because it seems to refer to a defeat, but the term is taken from the French word *retraite*, referring to the evening ceremony. Other French words have come into use in the American Army without any change whatever and have only one meaning. The best examples are *reveille* and *lieutenant*. Even the bugle call sounded at retreat was first used in the French Army and dates back to the Crusades. When you hear it, you are listening to a beautiful melody that has come to symbolize the finest qualities of the soldiers of nearly 900 years. Retreat has always been at sunset and was for the purpose of notifying the sentries to start challenging and keep it up until sunrise, and to tell the rank and file to go to their quarters and stay there. In our times, we have turned night into day with electricity and other products of science, so the original purpose of retreat is gone and the ceremony remains as a noble tradition.

The funerals of soldiers, more than any other ceremony, follow an old pattern, for mankind has always wished to

honor its brave dead. A caisson carries the casket in the procession although caissons are no longer used for any other purpose. They were used during the 1800's because they were available on battlefields when other vehicles were not. Horses are no longer used in warfare any more than caissons, but if a man has been a member of one of the mounted branches (for example, cavalry that has become armor) a horse, draped in black, with empty boots reversed in the stirrups, may follow his casket. This symbolizes the fact that the former rider is now taking his first spiritual ride.

This is all the American history we have time to discuss here. It is very little but may have given you a big idea. The Army is hundreds of years older than you and proud of its experience. It draws strength from the past and offers some of that strength to you through symbols.

CHAPTER 3

KNOW YOUR ARMY

Section I. THE ARMY AND NATIONAL DEFENSE

Where Do You Fit?

What is "the Army"?

Perhaps you have asked yourself that question. Maybe you have tried to figure out how all the men and women in uniform are organized. More important, perhaps you would like to know what your position is in the Army—where you "fit." This chapter will answer some of your questions. It will tell you how the Army is made up, starting with you—the individual soldier—up to the largest unit.

But first, you should know how the Army itself fits into the defense plan for this country. After all, the Army isn't expected to work alone. It is one part of the defense team for the Nation. So let's see how the Army fits into the "big picture" of national defense.

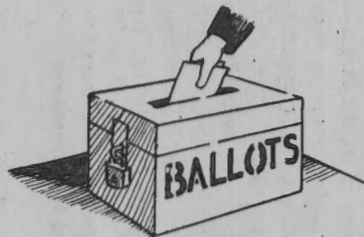
The People, the Congress, and the President

Meaning of Democracy

Because the United States is a democracy, the *majority of the people* decide how our Government will be organized and run—and that includes the Army, Navy, and Air Force. The people do this by electing *representatives*, and these men and women then carry out the wishes of the people.

Congress Controls for People

This body of elected officials is Congress, and Congress controls the Armed Forces for the people. These are some of the ways that it does this:



THE PEOPLE

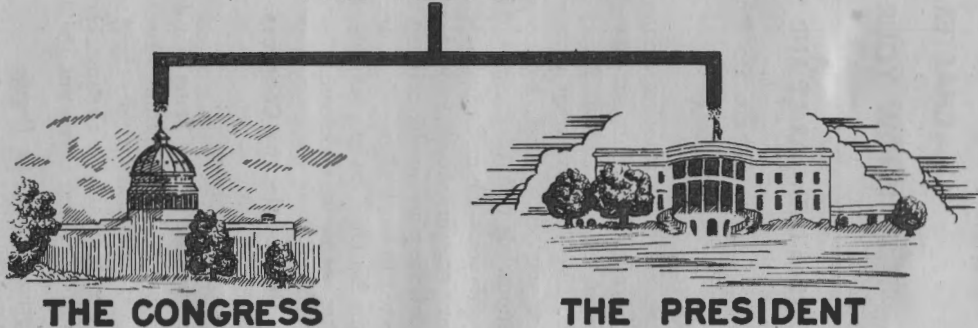


Figure 19. The people, the Congress, and the President.

Only Congress can declare war. The President appoints the Secretary of Defense, and the Secretaries of the Army, Navy, and Air Force, but the Senate has final approval on these appointments. Congress also "holds the purse strings." It approves the spending of money for the Armed Forces, but it does not approve the use of money for more than 2 years in advance.

Congress passes laws that control the Army, Navy, and Air Force and it says how each Service will be organized. It sets the number of men each Service can have and, through appropriations, determines how many ships, tanks, planes, guns, and other equipment each Service will get. No officer can be appointed to the *Regular Army*; Navy, or Air Force nor can he get a *permanent* promotion without Senate approval.

In other words, it's really the people who decide how large the Services will be, how much equipment they will have, and who will command them. This is true because the people elect the men and women in Congress, and these representatives do what the majority of people say. This always has been true in our country and it has resulted in a democratic Army.

"Mister President"

Another way the people control the Armed Forces is through the President of the United States. They elect him and, under the Constitution, he becomes Commander in Chief of the Armed Forces.

Naturally, the President could not spend all his time directing the Armed Forces, so he turns much of this work over to several groups of assistants (fig. 20). The members of these groups are appointed by the President and they act as a kind of personal staff for him. They do most of the "spade work" and they keep the President informed on national defense.

Some of these committees include the National Security Council, the National Security Resources Board, the Central Intelligence Agency, and the Department of Defense.



THE PRESIDENT
OF THE UNITED STATES

PRESIDENT'S PERSONAL STAFF

NATIONAL SECURITY COUNCIL

CENTRAL INTELLIGENCE
AGENCY

OTHERS

DEPARTMENT OF DEFENSE

NATIONAL
SECURITY RESOURCES
BOARD

Figure 20. Agencies that assist the President.

The Department of Defense

These are important agencies, but the one that will interest you most is the *Department of Defense*. This department sees that the Army, Navy, and Air Force work together to make the United States safe from attack. It also recommends to the President and Congress the number of men and the amount of equipment needed to defend the country.

Heading this department is a civilian known as the *Secretary of Defense*. He is a member of the President's cabinet and is the President's main assistant on defense matters. It is his job to "bind together" the Army, Navy, and Air Force into one fighting team. Because he is a civilian, he is assisted in military matters by staffs of professional soldiers, sailors, and airmen.

Army, Navy, and Air Force

Under the Department of Defense, the Armed Forces are divided into three other departments—the Department of the Army, the Department of the Navy, and the Department of the Air Force. Each of these three is headed by a civilian Secretary who is appointed by the President.

Besides these three main departments, the Secretary of Defense has several other agencies to help and advise him. Among these are the Joint Chiefs of Staff, the Armed Forces Policy Council, the Munitions Board, and the Research and Development Board.

The Joint Chiefs of Staff are the principal military advisers to the President and the Secretary of Defense. Their job is to help coordinate the plans and operations of the Army, Navy, and Air Force. This group consists of the Chairman, Joint Chiefs of Staff; the Chief of Staff, U. S. Army; the Chief of Naval Operations; and the Chief of Staff, U. S. Air Force.

The Armed Forces Policy Council advises the Secretary of Defense on broad policy affecting all three of the Armed Forces. Its members include the Secretary of Defense and

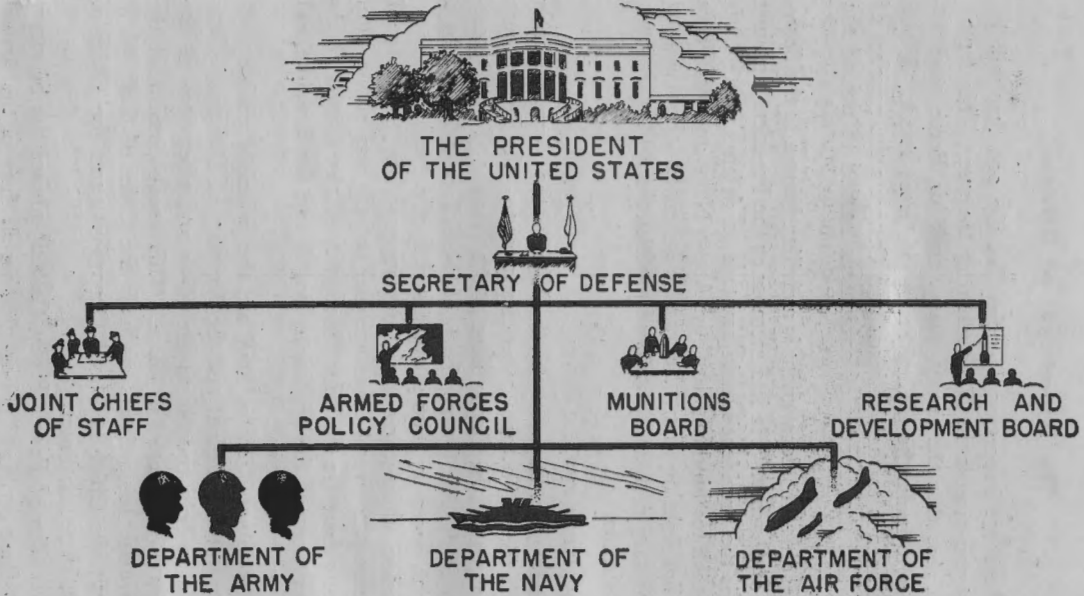


Figure 21. The Department of Defense.

his deputy, the Secretaries of the Armed Forces, and the Joint Chiefs of Staff.

The Munitions Board makes recommendations and prepares plans to provide personnel, supplies, and equipment for the operations planned by the Joint Chiefs of Staff. Its members are a chairman and the Under Secretaries of the Army, Navy, and Air Force.

The Research and Development Board advises the Secretary of Defense on matters concerning scientific research and development. One of its main jobs is to supervise the development of new weapons for the Armed Forces. Its members are a chairman and two representatives from each of the three Armed Services.

Department of the Army

Practically all the offices of this Department are in the Pentagon Building in Washington, D. C. A civilian, the Secretary of the Army, is in charge of this Department. He is appointed by the President and is responsible for all matters connected with the Army. Some of his main jobs are these:

- Supervision of all money matters for the Army.

- Development of new weapons and equipment.

- Proper training for all Army soldiers.

- Discipline and morale of the Army.

Of course, the Secretary of the Army needs a staff to help him, also, so he has these main groups of people assisting him:

The Chief of Staff. This man is an Army officer and his job usually calls for the rank of 4-star general. He is the chief military adviser to the Secretary of the Army, and the Secretary holds him responsible for the condition, training, performance, and future planning for the Army. He is appointed by the President, but the Senate has the final approval on this appointment. Actually, he does not command the Army or any of its units. His job is to supervise and carry out the orders of the Secretary.

The General and Special Staffs. These officers and enlisted men and women work under the direction of the Chief of Staff. They assist the Chief of Staff in planning and in carrying out the orders of the Secretary of the Army. The term "General Staff" does not mean that it is the staff of a general officer, or that it is made up of generals. The Secretary of the Army needs a staff of officers and enlisted persons who have broad knowledge of all Army activities. This is the real meaning of the word "general" in General Staff.

The Continental Army Commanders. The United States is divided into 6 "Army Areas" and the Military District of Washington, D. C. Each Army Area and the District has a commander and he is responsible to the Department of the Army for the defense of his area. He also is responsible for the administration of all the Army units in the area.

The Chief of Army Field Forces. His job is to train individuals and units of the Army in the field. This includes all combat troops and most of the service troops. (There is more about combat and service troops in this chapter.) Most of this training takes place in the United States, but he is also responsible for certain training overseas, regarding standards, doctrine, and inspections.

Overseas Army Commanders. Each of these commanders has an area overseas assigned to him and it is his job to defend that area. Each overseas commander also is responsible for the administration and training of all Army units in his area.

Those are the main parts of the Department of the Army and the chief assistants of the Secretary of the Army. You need not memorize these if you will remember this: the Department of the Army is something like the managerial staff in a civilian industry. Your job is like that of one of the workers in the manufacturing part of an industry. Just as the workers in a civilian factory need managers or superintendents to take care of the paper work, make plans, and direct manufacturing, the Army must have the same sort

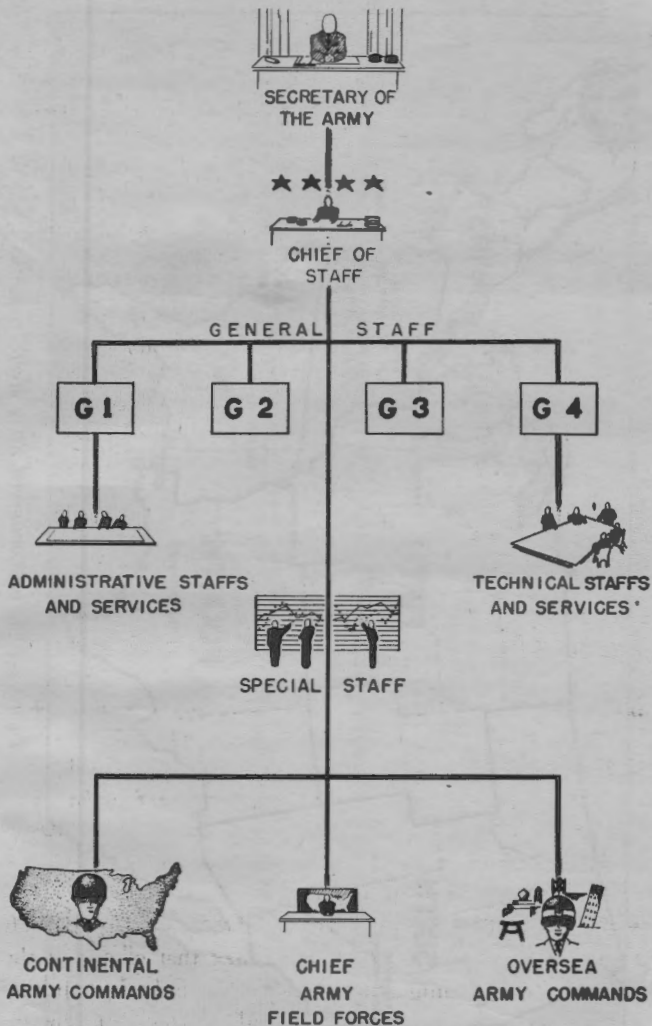


Figure 22. The Department of the Army.

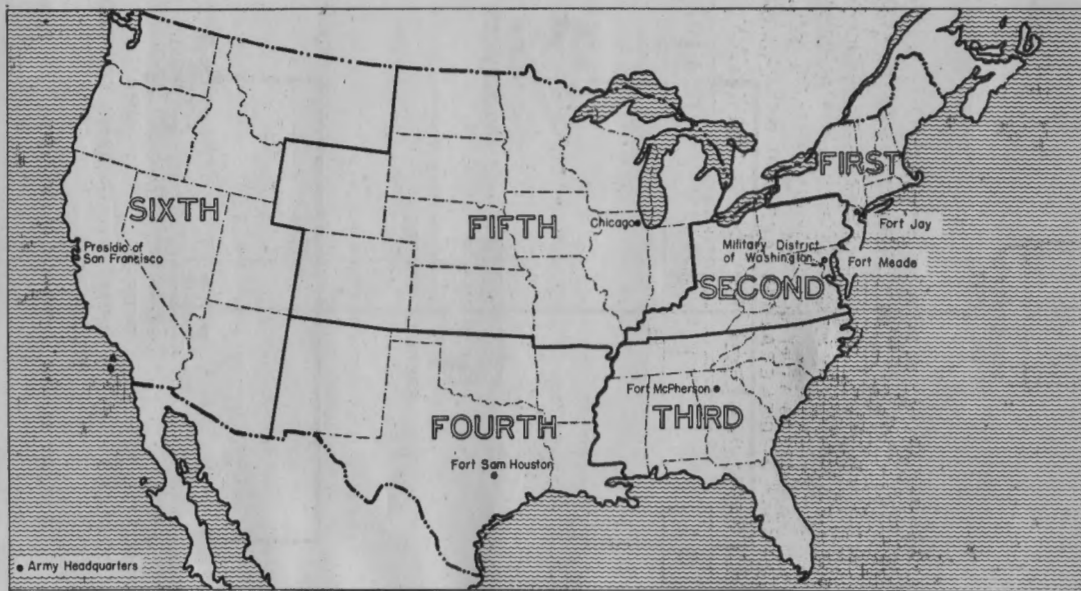


Figure 23. The six Continental Army areas.

of group at the top to direct and plan. That group is the Department of the Army.

Section II. COMPONENTS OF THE UNITED STATES ARMY

Where Does the Army Get Men?

Every able-bodied man in the Nation is a potential soldier. That has been the American way since colonial times. Most of these men, however, would need considerable training before they could be soldiers. So, to meet this need for trained soldiers, the Federal Government has set up three parts or "components" of the United States Army. These are the *Regular Army*, the *National Guard of the United States*, and the *Army Reserve*.

The Regular Army

The Regular Army is manned by professional officers and enlisted men. These are the men who are in the Army as their full-time job. They spend their full time on military duty in the United States and overseas and are controlled by the Federal Government. Officers in the Regular Army may be either graduates of the United States Military Academy (West Point) or officers from other components who have applied for and received *Regular* commissions.

The National Guard of the United States

The National Guard of the United States is composed of federally recognized units and members of the National Guard of each State, Territory, and the District of Columbia. All units of the National Guard are organized like those of the Regular Army, except that the number of men and amount of equipment assigned to these units is somewhat less than that of similar Regular Army units. When not in the active military service of the United States, units and members

of the National Guard are administered and trained in their status as State National Guard troops and are subject only to the orders of the State or Territory Governor or the Commanding General of the District of Columbia National Guard. Members of the National Guard assemble regularly for scheduled training and they participate in 15 days of field training each year. In the event of a local emergency, such as a flood, tornado, hurricane, earthquake, or riot, a Governor can order all or any part of the National Guard of his State to duty. Under such conditions, the National Guard would be serving on State duty as National Guard troops. In war or national emergencies, however, these same National Guard troops, in their status as part of the National Guard of the United States, may be ordered into the active military service of the United States upon call or order of the President.

The Army Reserve

The Army Reserve (USAR) differs from the National Guard of the United States in that it is a *Federal force*, organized and controlled by the Federal Government. It consists of those units and individuals, both officer and enlisted, in numbers determined by the needs of national security. Units of the Army Reserve are of types and number which will, together with the Regular Army and units of the National Guard of the United States, constitute initial balanced forces for the mobilization of the United States Army. The Army Reserve also provides trained commissioned and enlisted individuals required to meet the early needs of the United States Army in any expansion. Like the National Guard of the United States, soldiers who belong to the Army Reserve in peacetime are civilians who attend regularly scheduled training periods with their reserve unit. Satisfactory service in either of the reserve components will count toward fulfilling reserve service obligations required by the Universal Military Training and Service Act of 1951. Also, active membership in a reserve component affords retirement benefits and opportunity for promotion in that component.

Section III. THE ARMY IN THE FIELD

From Squad to Division

You have learned about the main sources for the Army's manpower. Now you will learn how these soldiers are organized into units once they are on active duty in the Army.

Starting with yourself, the individual soldier, assume that you are a private assigned to an infantry squad in an infantry division. Here is the make-up of a typical outfit from you up to division headquarters.

Squad to Battalion

Look at figure 24. There you are at the top of the picture. The smallest unit of which you can be a member is the *squad*. You are the dark figure at the left of the squad. Your squad includes you and eight other men. In some branches of the service, like the artillery, the smallest unit is called the section.

Your squad is part of a platoon that includes three rifle squads. The platoon, in turn, is part of a company that has three rifle platoons, a weapons platoon and a company headquarters. Your company is also part of the next larger unit called a *battalion*. Your battalion has three rifle companies, a heavy weapons company and a headquarters company. Notice in figure 24 that you can pick out your own squad in each unit because your figure has been darkened.

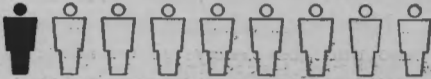
This is a typical infantry organization from the squad to the battalion. Of course, the artillery, armor, quartermaster, and nearly every other part of the Army are built up of similar units. Other outfits have different numbers of men in each unit because they do different jobs. An artillery battalion, for example, usually is smaller than an infantry battalion.

Battalion to Division

Now, let's see how your battalion fits into the division. Your battalion is one of three that makes up your regiment.



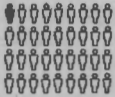
THIS IS YOU....



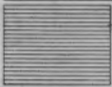
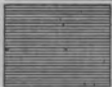
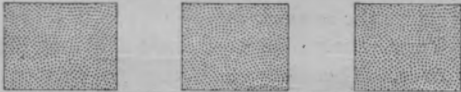
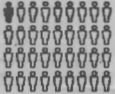
....IN YOUR SQUAD OR SECTION....



....IN YOUR PLATOON....



....IN YOUR COMPANY....



....IN YOUR BATTALION.

Figure 24. Where you fit in your battalion.

Your regiment, in turn, is one of three that makes up your division. Remember, this is an infantry division, and there are three regiments of infantry. But a division has other units as well. There is division artillery, a heavy tank battalion, an engineer battalion, a medical battalion, and many other special units needed by the division in battle. The point to remember is that from the squad to the division and higher, each unit is made up of a number of smaller units that are alike. It's something like building a wall with bricks.

Division and Higher

This process of "building with bricks" is the same, even above the division level. Look at figure 25. Your division (the shaded rectangle) is part of a corps that has two or more divisions. The corps is part of an army that has two or more corps. In very large operations, where two or more armies are involved, an army group may be set up to direct the operations of the armies under it. Finally, an army group operates directly under the commander of the theater of operations. You will learn more about the theater of operations at the end of this chapter.

Special Units

Of course, there are other special units that are larger than a battalion but smaller than a division that are set up to do special jobs. Some of these are Regimental Combat Team, Combat Command (in an armored division), the Group (something like a Regiment), Division Artillery, Corps Artillery, and the Brigade. But for now, you won't have to know much about them. Remember this and you will be doing well: the smallest unit you can belong to is the squad or section. From there, the units get bigger in this order: platoon, company, battalion, regiment, division, corps, army, army group, theater of operations. Just one thing more: in the artillery, a company is called a battery and in the armored cavalry it is called a troop.

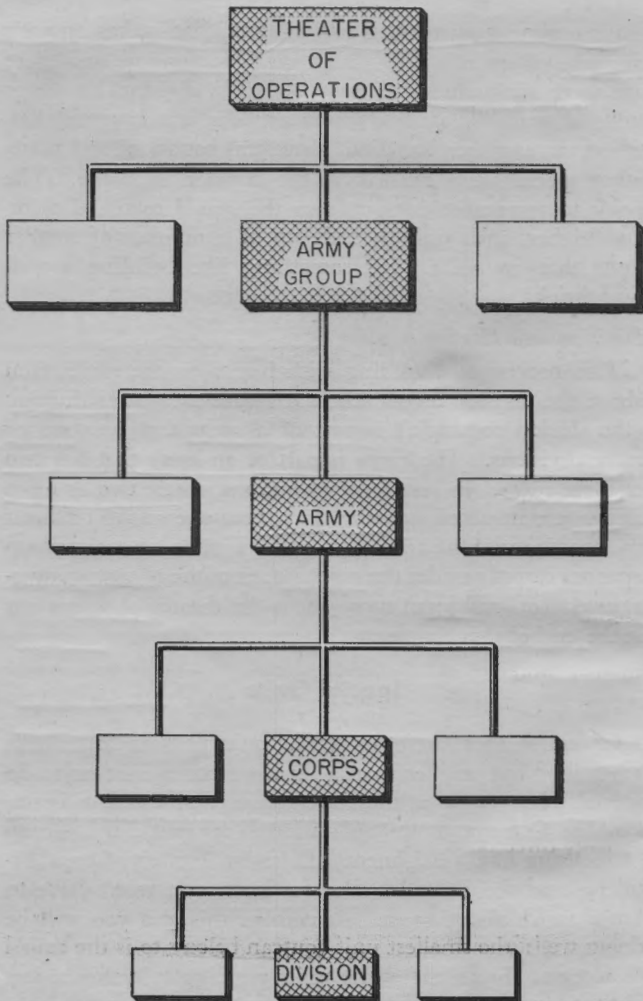


Figure 25. Chain of command, division to theater of operations.

Triangular Organization of Our Army

The meaning. While you were reading about the organization of the Army and finding where you, as an individual, fit into this organization, you probably noticed that the units of an infantry division keep turning up in threes. What does this mean? Just as a triangle has three sides, "triangular" organization in the Army means that military units are organized in threes. Suppose that you are assigned to a rifle company. The squad to which you belong is one of three rifle squads, your platoon is one of three rifle platoons, your company is one of three rifle companies in the battalion. In turn, three battalions form an infantry regiment, and three infantry regiments a division. In addition, each triangular organization contains certain supporting units. In the rifle platoon, the three rifle squads have the support of a weapons squad; the rifle company includes a weapons platoon; the battalion has a heavy weapons company; the regiment has both a mortar company and a tank company; while the division has artillery, tank, reconnaissance, and combat engineer units. Triangular organization, then, means that the Army organizes each combat unit around a core of three smaller units plus supporting weapons. Battle experience has shown that these triangular teams provide an efficient organization for the Army's job of defeating the enemy.

In any battle there are four events. They are—find the enemy, fix him; fight him; and finish him. The first of the four takes place before the battle actually begins, leaving actually three phases or events for the battle itself. Let's take a couple of examples and see how this triangular organization operates.

The attack. Suppose your rifle company is making an attack. What does your company commander have to work with? He has three interchangeable rifle platoons plus a weapons platoon to support his action. The weapons platoon can shift fire both in range and deflection without moving its position. Suppose the company commander decides to

use one rifle platoon to find the enemy and then pin him down. That is to "fix" him. He uses another platoon to maneuver against an enemy weak spot, e. g., an open flank or through a lightly defended or undefended gap in his line, in order to get into the enemy's rear. That is to "fight" the enemy in a manner most advantageous to the attacker. In this attack the third rifle platoon would be a reserve to use at a critical moment or when one final blow will complete the enemy's destruction. That is to "finish" him. This will normally be the formation used by your company commander in conducting his attack. However, due to the extreme flexibility of the triangular organization and to take maximum advantage of the terrain available, the commander may vary his formation and use initially two of his rifle platoons to make the actual attack.

The defense. The triangular concept also fits well into the defense. The defense has three elements—the main line of resistance, the support, and the reserve. Two rifle platoons may be placed in the forward part and one in the rear part of the company position to give the position depth, to support the forward part of the position both by fire and counter action, or to eject the enemy from the position should he succeed in entering it. Likewise, the battalion has three elements in its formation, and the regiment. Any combination may be used such as units in a line, in a column, or in echelon to one or both flanks. This will depend on the strength of the enemy, the terrain in which the company finds itself, and the situation in friendly adjacent and supporting units.

The Chain of Command

From Battalion to You

As long as you are in the Army, you will hear a lot about the "chain of command." Don't let the company comedian tell you it's what you use to pull your jeep out of mudholes. Actually, it's a simple idea. Every commanding officer has

authority to give lawful orders to those under his command. The commander of a large unit usually issues orders to the commanders of the smaller units that make up his command.

The commanders of these smaller units then issue whatever orders are necessary for carrying out their particular part of the higher commander's original order. Here is an example of how the chain of command works.

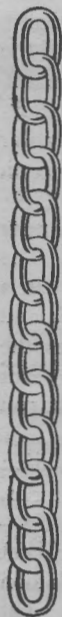
Suppose your battalion commander orders your company commander to send out a patrol to capture a prisoner. The company commander decides that the first platoon has a squad to do the job. He calls the first platoon leader and tells him the mission. The platoon leader then gives the orders to the sergeant leading your squad, and the sergeant in turn tells you and each man in your squad what you are expected to do.

The orders, in other words, are passed from the battalion commander to the company commander, to the platoon leader, to your squad sergeant, to you. That's chain of command—and it makes sense. Suppose the battalion commander went directly to the sergeant to give the order. Then the platoon leader and the company commander wouldn't know what was going on and they might have another job planned for your squad.

Who Commands What?

Now that you know what the various units in the Army are, from the squad to the army group, let's see who commands what. Here is a list of the various ranks and the units they command:

<i>Unit</i>	<i>Commander</i>
Squad or section	Sergeant.
Platoon	Lieutenant.
Company (battery, troop)	Captain.
Battalion	Lieutenant Colonel.
Regiment, group, Regimental combat team	Colonel.
Brigade, combat command, Division or corps	
Artillery	Brigadier General.
Division	Major General.
Corps	Lieutenant General.
Army and Army group	General.



THE PRESIDENT OF THE UNITED STATES
THE SECRETARY OF DEFENSE
THE SECRETARY OF THE ARMY
THE CHIEF OF STAFF
ARMY COMMANDER
CORPS COMMANDER
DIVISION COMMANDER
REGIMENTAL COMMANDER
BATTALION COMMANDER
COMPANY COMMANDER
PLATOON LEADER
SQUAD LEADER
PRIVATE OR PRIVATE FIRST CLASS U.S. ARMY

Figure 26. The chain of command.

Section IV. THE ARMS AND SERVICES

The Right Unit for the Right Job

Another way that the Army is organized is by "arm" and "service." These are different branches of the Army that do various kinds of jobs. In general, the term "arm" is used for those branches whose main jobs are combat or combat support. "Service" is used for those branches whose main jobs are supplying or servicing combat units. It includes both *technical* and *administrative* services.

As you will see, some of the branches, like the Corps of Engineers and the Signal Corps, have missions as both arms and services:

<i>Arms</i>	<i>Services</i>
Infantry	(Technical).
Armor	Army Medical Service.
Artillery	Chemical Corps.
Corps of Engineers	Corps of Engineers.
Signal Corps	Ordnance Corps.
	Signal Corps.
	Quartermaster Corps.
	Transportation Corps (Administrative).
	Adjutant General's Corps.
	Chaplains.
	Finance Corps.
	Judge Advocate General's Corps.
	Military Police Corps.

Looking at this list, you can see why the term "arms" is used for combat outfits and why "services" means all the other groups that do special jobs to help the combat arms. Obviously, the infantry, armor, and artillery, along with certain Engineer and Signal Corps outfits, do the actual fighting on the ground. All the other services exist to help these arms do their job.

You will notice, too, that the Corps of Engineers and the Signal Corps are listed as both arms and services. This is true because these two groups perform both combat and service jobs. Combat engineers, for example, build bridges so that infantry can cross rivers, but they often have to fight to protect those bridges. Back in the rear areas, however, engineer construction battalions build roads and airfields so that trucks and planes can bring in supplies.

Certain Signal Corps units set up communications in the front lines with the infantry, but other Signal Corps outfits might be miles behind the lines running switchboards or radio stations.

The Women's Army Corps

Another organization that is an official part of the Army is the "WAC"—the Women's Army Corps. The corps was first established during World War II. Its mission

is to employ trained women volunteers in all branches of the Army where the services of women can be used.

You'll learn more about each of these arms and services as you progress in your training, so details will not be given here. For now, remember that "arms" means combat outfits and "services" means supply and support units. You will find the different insignia of the arms and services illustrated in figure 17.

It's All the Same Army

By now, you may think that you have been reading about three different armies. You have learned (1) that the Army has three main components—Regular Army, National Guard of the United States, and the Army Reserve; (2) that the Army is divided into units, with the squad as the smallest unit; and (3) that there are also arms and services. But it's all the same Army. Perhaps an example will make this clear:

Sergeant Ralph Woods enlisted in the Regular Army in 1937 and stayed in during World War II. He was discharged in 1946 and returned to his home town to run a small construction company. In his spare time, he decided to put his civilian knowledge to good use, so he joined a local Army Reserve unit—an engineer construction battalion.

When the Korean fighting started, his unit was ordered to active military service and later he was assigned to a National Guard division that had been ordered to active service.

So Sergeant Woods, a former Regular Army man, came back into the Army from the Army Reserve. He is now part of a National Guard division and he is the leader of the first squad in the first platoon of Company A in his battalion. Furthermore, since it is an engineer battalion, he is a member of both an arm and a service.

In other words, it's possible for a soldier to be in nearly every kind of Army organization at some time in his career, but it's the same Army, no matter where he is assigned.

Section V. "ARMY GEOGRAPHY"

The Theater of War

You have learned where the Army gets soldiers and how they are organized into units. Now you will see how the Army names different parts of the world for military operations. In a sense, you could call this "Army Geography."

Let's start with the biggest part first, the *theater of war*. This includes all the land, sea, and air where enemies fight each other in a war. In the Civil War, the theater of war was the United States plus the ocean immediately around the country. In World War II, nearly every nation of the world was at war, so practically the entire world became the theater of war.

The theater of war is divided into smaller parts, the most important of which are the *theater of operations* and the *zone of interior* (fig. 27).

The Theater of Operations

A theater of operations is a part of the theater of war in which battles take place. The boundaries of these parts are big enough to include the areas in which reserves and supplies are held before being used in battle.

As example in World War II, there were the European, North African, Southwest Pacific, and China-Burma-India theaters of operations, to mention a few. A theater of operations includes a *combat zone* and a *communications zone* (sometimes called Com Z).

The European combat zone in March 1945 is shown in figure 28. It extends from the front lines back to the rear boundaries of the field armies. The communications zone in the same figure is all the rest of the theater of operations.

The Zone of Interior

The zone of interior (called the *Z. I.*) is all the rest of the theater of war except the theater of operations. For prac-

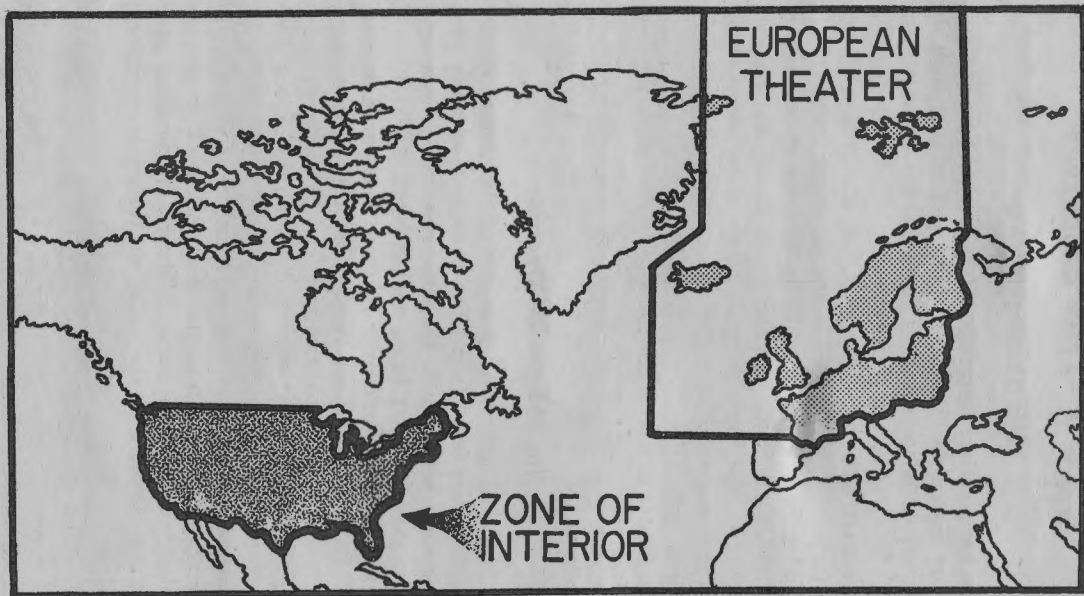


Figure 27. Zone of interior and European theater of operations, World War II.

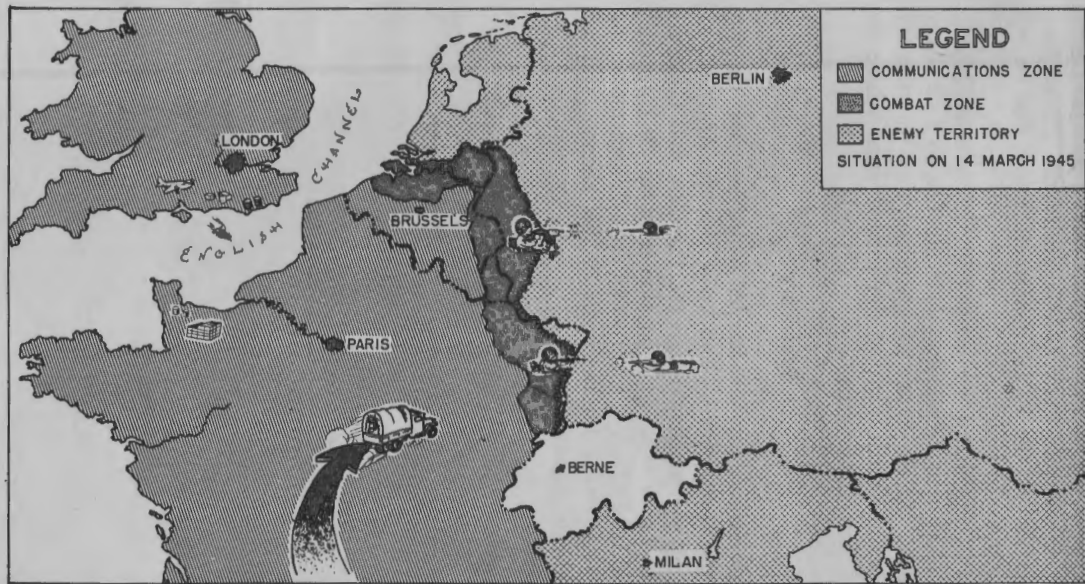


Figure 28. The theater of operations.

tical purposes, the zone of interior for our Army is the United States. If you were overseas and someone said "Private Jones is being sent to the Z. I.," you would know that he was being sent to the States.

In wartime, troops are trained in the zone of interior before being sent, along with their supplies, to a theater of operations. In the theater of operations, they pass through the communications zone to the combat zone where the actual fighting takes place.

Summary

In this chapter, you have learned something about the way the Army is organized. You know that the Army is controlled by the people through the President and Congress. You also know what your position is in the "big picture." You still have much to learn about Army organization, but if you master the fundamentals in this chapter, you are headed in the right direction.

CHAPTER 4

THE SOLDIER'S CODE

Section I. YOUR DUTY AS A SOLDIER

These Things You Owe

When you entered the Army, you took an oath as a soldier. Among other things, you agreed that you would "bear true faith and allegiance to the United States of America"; that you would "serve her faithfully against all her enemies"; and that you would "obey the orders of the President of the United States and the officers appointed over you."

Yes, you agreed to do all those things, and having taken the oath, your legal status changed from that of a civilian to that of a soldier. Yet, when you took that oath, you did not agree to do anything that was not already expected of you as a citizen. What you were doing was putting into words your fundamental belief in the United States and our democratic form of government. You were making a formal statement that you believe in our freedoms and that you will, if necessary, fight any enemy who tries to take those freedoms from us.

Now you have become subject to military law as well as to civilian law. In short, you have become a soldier, and because you are a soldier, you will bear arms in the defense of your country until you are released by lawful authority.

So now, at the beginning of your Army career, it's important that you understand your duty as a soldier. Because, if you understand that duty and have the determination to live up to it, you will find it much easier to become a good soldier.

A Different Life Now

First, you must understand that your way of life has changed. As a civilian, you could quit your job and seek other employment whenever you wished. As a soldier you do not have that privilege. During your spare time as a civilian, you could go almost any place you chose at any time. As a soldier, you don't have that liberty.

The reasons for these differences are important and easy to understand. The Army is a team that must be trained and constantly ready for duty in any emergency. If you and the other soldiers on this team were allowed to come and go as you chose, there would be no assurance that the Army would be trained and ready when needed. If that happened, the whole Nation might be in danger—you, your family, your neighbors, everybody.

As a soldier, the basic thing that you must remember about your duty is that you *must obey the orders of your leaders*. You must obey these orders because your leaders are responsible for all your military actions. They have authority over you, therefore, because they have this responsibility.

This does not mean that you are a slave or that you can't stand up for your rights. It does mean that you are a member of a military team and, like any successful team, it has no place for the temperamental "star" who wants to play the game according to his own rules. Your duty as a soldier means that you will give up some of your personal freedoms for the good of the whole team—and for the greater freedom of your country.

The Best Reward

If you will keep these things in mind as you go through your Army life, you will find that the Service can be a pleasant and rewarding period. This does not mean that it will be easy. Army life is not easy because wars are not easy. But if you do your duty to the best of your ability, you

can someday leave the Service as a veteran with an honorable record. When that day comes, you can take with you the inner knowledge that you have done a good job for your country—and that is the best reward of all.

The soldier and the law. Americans, unlike people in a dictatorship, are governed by written laws made by their chosen representatives.

The foundation of all our laws is the Constitution of the United States. The Constitution describes what types of law can be made, who makes them, who enforces them, and who decides questions of what the laws mean. Various provisions of the Constitution apply to laws that concern members of our Armed Forces. For example, the Constitution states that the President is Commander in Chief of the military forces.

The Constitution gives Congress the power to pass laws for governing the Armed Forces. These laws used to be called the Articles of War. In 1951, a new version of these laws came into effect. It applies to members of all the Armed Forces and is called the "Uniform Code of Military Justice." You will find these laws in the *Manual for Courts Martial*.

The President, who is responsible for enforcing all our country's laws, has given the Secretary of the Army responsibility for enforcing all laws that apply to the Army.

Our Uniform Code of Military Justice governs our activities as soldiers. At the same time, we continue to be governed by the same laws that apply to all Americans. This is a point we should always remember—being a soldier does not exempt us from all civil laws. In some cases, civil law enforcement agencies will choose to turn an offending soldier over to military authority for trial, but they are not required to do so. If you violate a local traffic ordinance, or liquor-control law, for example, you can be tried by a civil court and fined or sentenced. And remember, also, that in some cases, after being tried by a civilian court, a soldier can later be tried by court martial for a military offense like absence without leave. The fact that he was absent from

duty because of being in jail would not excuse him from standing trial.

Portions of our "Uniform Code of Military Justice"—those which directly affect your conduct as a soldier—will be read and explained to you several times during your Army service. The Army wants you to know your rights and duties under these laws and to understand the reasons why they have been enacted.

You may want to study the Uniform Code of Military Justice—in which case you can borrow a *Manual for Courts Martial* from your orderly room. But it's worth remembering that you don't have to know all the details of the law in order to be a law-abiding soldier. Your common sense and good living habits are more important than knowing the ins-and-outs of military law. You don't have to be a legal expert, for example, to know that murder, robbery, forgery, or assault are serious crimes both in civil and military law. Your commander is required to explain the parts of the law covering offenses that are entirely military, such as desertion, leaving your post of duty without permission, and disobeying a lawful command.

As a civilian, you probably didn't worry much about whether you might be breaking some law without knowing it because good sense told you what you should or should not do. Now that you are a soldier there is just as little reason to worry on that score. The laws will be explained to you; the rest depends on your determination to be a good soldier, because you rarely find a good soldier in trouble with either military or civil law.

Section II. THE RESPONSIBILITY OF GROUP LIFE

Share and Share Alike

Before you joined the Army you probably were a member of a family group who had many things in common. The members of your family shared the same living room, used

the same furniture, rode in the same car, and joined in the same amusements. You probably worked together, played together, and were dependent on each other for a living.

You learned that to get along well with the rest of your family, you had to have consideration for them. You had to do your part of the work and share things with the rest of the household. All these things were so obvious that you probably took them for granted.

Now you are part of a large group of soldiers. You may have to live in one small area with hundreds of other men. You will eat in the same mess hall, sleep in the same barracks, work together, and play together. The privacy that you knew as a member of your small family group will be no more.

Your bedding, your uniforms, your equipment, and your personal possessions will be concentrated in one small part of your barracks. Living under these conditions, you can see that you must do your part in respecting the rights and property of others.

Just as you shared things with your family in your own home, so must you share things with the members of the Army family around you. In some ways, it is even more important to do this in the Army than it was in your own home because you will be living in close contact with men from all walks of life. They won't understand everything about you at first, and it will take time for you to know them.

You will find that you will get along much better if you do your share of the work and take credit only for what you have accomplished. You are going to find that the Army will be a real test of your ability to get along with other people. You'll pass the test, however, if you will just remember that the rules that apply in your family life also apply to the men around you.

Section III. YOU AND YOUR OFFICERS

There Has To Be a Leader

In every organization in civilian life there is a leader, a "boss," an executive, or someone at the top to direct. In the Army, these leaders are the officers and the non-commissioned officers (corporals and sergeants).

In your own company, you have a commander who is responsible for everything your company does or fails to do. He must see that you are properly trained, that you are fed, clothed, and sheltered. He must look after your health and comfort.

Obviously, he cannot possibly attend to all these details alone, so he has other officers and noncommissioned officers in the company to help him. The company commander assigns certain jobs to these men and then supervises them to see that the jobs are done.

So if you compare your company to a civilian business, you can see that the officers and the noncommissioned officers are like the executives and foremen. It is their responsibility to see that the job is accomplished.

Why Orders?

All through your Army career, you will be taking orders from these officers and "noncoms." Sometimes you may not like the orders you receive. They may seem silly to you and may not be able to understand why the order should be carried out.

But remember this: the man who gives you an order is in authority because he has shown by his past performance that he can make sound decisions. In other words, he will be telling you what to do because he has shown that he knows more about the subject than you.

Remember this too: even though the order may make no sense to you, there is good reason why it was given and you'll be much better off if you accept the order and carry it out to the best of your ability.

This does not mean that you shouldn't ask questions. On the contrary, you should ask many questions if you don't understand an order. And don't be afraid to ask. It's your duty to know what you are expected to do, and it is the duty of your leader to make sure that you understand his orders.

You've Taken Orders Before

Taking orders in the Army is really no different than accepting orders in civilian life. If you worked for a company before you entered the Service, you took orders from your boss because you knew that he wanted his business run in a certain way. Sometimes you had ideas on how the business could be improved, or how your job could be made more efficient. If your suggestions were sound, your boss probably tried to use your ideas.

It's the same in the Army. Your leaders will welcome any good ideas from you on how the job can be done more quickly or easily. And if your ideas won't work, they'll tell you why. But don't try to be a "know-it-all."

Your Attitude

Obviously, your attitude will determine whether you will accept orders in good spirit or will try to dodge your duty as a soldier. If you make up your mind at the beginning that you are going to carry out conscientiously the orders of your leaders, you will get along well in the Army. On the other hand, if you grumble and quibble when you are told to do something, you will cause trouble for yourself and make your leader's job more difficult.

Some new soldiers think that officers and noncommissioned officers live in a different world, or that they are deliberately trying to make life unpleasant for the private. That is not true. The relationship among military men is one of comradeship and helpfulness. Your leaders are in the Army to help you become a good soldier.

Look at it this way: some day your officers and noncoms might have to lead you in combat. If that day comes, they will have a right to demand the best from you, because your lives may depend on it.

If your leaders are stern with you at times, if they make you work hard and "toe the line," it is for the same reasons that your parents and teachers were stern when you were growing up. They are trying to teach you to do things the right way, and sometimes the right way seems like the hard way, until you learn better.

Perhaps the things that you will have to learn about your leaders—and yourself—in the Army can be summed up by something Mark Twain said:

"When I was a boy of 14, my father was so ignorant I could hardly stand to have the 'Old Man' around. But when I got to be 21, I was astonished at how much he had learned in 7 years."

Section IV. MILITARY DISCIPLINE

It Isn't Punishment

"You can't have an Army without discipline."

You probably heard that saying before you entered the Army and you'll hear it as long as you are in the Service. It's an old phrase—but it's still true. It's true because an Army without discipline isn't an Army at all, but a mob.

What is discipline? Some new soldiers think it means punishment or a slave-like obedience, but it is neither. "Discipline" comes from a Latin word that means *learning* and the dictionary says it is "training which corrects, molds, strengthens, or perfects." Military discipline, therefore, means "the state of order and obedience among military personnel resulting from training."

These definitions are helpful, but we must go beyond them to understand the true nature of military discipline. And since military discipline will become a part of your life, you should understand the reasons for it.

It's Not New

Actually, discipline is not something new, for you have been disciplined in various ways all your life. When you were growing up, you learned to obey your parents and teachers and they taught you respect for the rights of others and the laws of your country. That was discipline.

Later on, after you left school, you probably got a job. In that job, no matter what you were doing, there were certain rules that you had to obey. There were certain ways of doing your work and standards that you had to live up to. If you were a carpenter, for example, you had to use top-quality lumber when you were building a new house. That lumber had to be cut in a certain way and nailed in the right places with the right kind of nails.

The things that you did in your civilian job, the rules you obeyed—that was professional discipline, and no business could exist without it. Looking at your civilian life, therefore, you see that there was much discipline in it. Now you are in the Army and you must live up to another kind of order—military discipline. It won't be difficult, however, if you decide now that you will live up to the rules, the same as you did in civilian life.

How It Works in the Army

Military discipline has many forms, but the purpose of all is the same: to make you so well trained as a soldier that you will carry out your orders quickly and intelligently even under the most difficult conditions.

Perhaps some examples will make this clear—

In your training, you will find that your officers will insist on perfection in what seems to be minor details. You will have to keep in line and march in cadence. You will have to carry your rifle at just the right angle. You will have to make your bed in a certain way. You will wear a uniform according to rules. You will have to salute all

officers with snap and precision. All these are part of military discipline.

What has all this got to do with winning battles? How will making a bed with "hospital folds" help you to be a better soldier? The answer is this: the purpose of all Army training in discipline is to get you accustomed to taking orders and carrying out those orders quickly. That's why the Army insists on perfection, even in the little things. If a soldier will do the little things quickly and well, the chances are that he will do the same with the big things when he gets into battle.

You can see why this is important. It's not that the Army is trying to make you a "mechanical man," without a will of your own. In battle, soldiers must follow the orders of the leader and they must follow them quickly. There simply isn't time to argue, because seconds wasted mean lives lost.

That's why the Army starts early to get you used to the idea of taking and carrying out orders quickly and accurately. That's the main purpose of military discipline.

The Measure of Discipline

Military discipline can't be measured by civilian standards, even though the two are alike in some ways. Lack of discipline in civilian life can cause unhappiness, but it usually is not a matter of life and death. In the Army, poor discipline can be the direct cause of death in combat. Some day the lives of your friends and the destiny of your country may depend on your actions. Success or failure of a campaign could be determined by one sentry, patrol leader, radio operator, gunner—and you might be any one of these persons.

Good military discipline is a habit that you must start forming the day you enter the Army. When you obey orders on the drill field, when you snap to attention at a command, and when you carry out your routine assignments, you are creating the habit of discipline that will carry you

through when the real test comes. General Pershing once said the same thing in a few words: "Send me soldiers who can shoot and salute."

The General meant that he wanted men who were both good with their weapons and well disciplined—men who would keep going when the battle got tough because they would take orders and carry them out quickly.

Discipline Is an Honor

Being disciplined does not mean that you are being punished. It means that you are learning to place the task of your unit—your team—above your personal desires. It means that you are learning to obey promptly the orders of your leaders, so that even when they are not present, you will carry out their orders to the best of your ability. When you have learned these things, then you will have military discipline—the kind that saves lives and wins battles.

Section V. LEADERSHIP

Can You Measure Up?

The Army is always looking for good leaders. In many ways that you might not always recognize, it is studying you and every other soldier, looking for those qualities that leaders need. It's a good idea to do what you can to be ready for any leadership opportunity that may lie ahead. And the chance will probably come sooner than you think. Many thousands of soldiers, in combat and out, have become leaders in sudden emergencies. Most have been equal to the occasion; some who failed probably did so because they weren't mentally ready—the opportunity caught them unprepared. No soldier should ever be caught that way, because part of a soldier's duty is to expect the unexpected. What can you do, on your own, about getting ready to lead others?

First of all, you ought to have some idea of what leader-

ship is. There are hundreds of different definitions. Here's one: Influencing and directing people toward an assigned goal *in such a manner that they give you their voluntary obedience, confidence, respect, loyalty, and cooperation.* You'll find that the more you think about this definition, the more it means. In fact, whole books have been written about the ideas that are crowded into those few words.

This Might Happen to You

You don't have to be the commander of a unit in order to exercise leadership. Suppose, for example, you are ordered to do a certain task, and another soldier is assigned to help you. You're not this soldier's commander, but you *are* his leader on this particular job. You are a leader because it's your responsibility to get the job done, and because to get it done you need the other soldier's help. Maybe the actual work involved in the job is quite easy for you. But getting the best efforts from the other man—that takes leadership, something different from your own ability to do your part of the work. How do you go about the job of leading this other man?

First of all, remember that this man is an individual, just as you are. He has feelings and personal pride, too. You can't adopt a superior attitude, therefore, and expect him to do his best work for you. This is not leadership.

Instead, you probably would start by showing him that you respect him as a person. Calling him by name is one way to demonstrate this respect. It shows him that you consider him an individual, not just another man in uniform. Next, you would find it helpful to explain *why* the job is to be done. Most people work better when they understand the purpose of what they are ordered to do.

Then make sure he knows *how* to do his part of the job. If he doesn't, you will have to show him how—which, of course, means that you have to know how also. And that points up one of the most important of all qualities of leadership: knowing your job. The more you know about the

job of being a soldier, the more likely it is that you will be ready to assume leadership responsibilities in the future.

The last step on this two-man job is *doing it*. If you do everything yourself, you're not leading the other man. If you leave everything up to him, you're neglecting your responsibility. To be a leader in this situation means making a decision about the method that will be used, and explaining to the other man what each of you will do to get the job done.

Principle Is the Same

Leading one man is not quite the same as leading a squad or platoon, or commanding a company or larger unit. But there is less difference than you might think. A company commander, for example, leads about 200 soldiers, but he applies the same principles of leadership that were involved in the example above. He has greater responsibilities for the health, training, and general welfare of the company than you would have in directing one soldier on a particular job, but it is the same kind of responsibility. By learning how to lead one or two men, you are preparing yourself to lead larger groups.

Learn To Take Orders First

One of the most important things a leader needs is the ability to lead himself. That's why all our truly great commanders have been outstanding in self-discipline. It takes strong self-discipline to be a good follower, and if you aren't a good follower, chances are you will never be much of a leader. **TO GIVE ORDERS, YOU FIRST MUST KNOW HOW TO TAKE THEM.**

Section VI. MILITARY COURTESY

What Does It Mean?

Courtesy is nothing more than good manners and politeness in dealing with other people. You will learn much

about military courtesy as you go through your training. First, it's important that you understand two things:

Military courtesy is basically no different than courtesy in civilian life.

Military courtesy works both ways—for the officer as well as the soldier.

Let's consider that first point. The only distinction between the two kinds of courtesy—military and civilian—is that, in the Army, the *forms* of courtesy are different because they have developed in a "military atmosphere" and have become customs and traditions of the Service.

Some of these forms will seem strange to you at first but, as you go further in your training, you will see that they make sense. In fact, most of the forms of military courtesy have some counterpart in civilian life.

For example, you are required to say "sir" as a mark of respect when you talk to an officer. Perhaps that seems undemocratic to you. Yet, in the early days of our country, all young men and women were taught to say "sir" to their fathers. Even today, some sons carry on this tradition and it is considered good manners for a younger man to say "sir" when speaking to an older man. Even more common is the use of "sir" in the business world. Chances are that, if you go into a restaurant, store, or bank, the people running that business will call you "sir."

Now that you are in the Army, you will be called to attention when an officer enters your barracks or classroom, or approaches your group outdoors. There is a good reason for this, of course. When an officer approaches your group, usually he wants to give you an order and he needs your complete attention so you will understand that order. Yet, this is really no different than the attention you gave your teachers in school when they entered a classroom.

It Works Both Ways

Many new soldiers think that military courtesy is a "one-way street." They think that they have to be courteous to

officers, but that the officers don't have to return the courtesy. That is not true. Officers are required to respect their men as individuals, just as you should respect officers. Without this basis of mutual respect, there can be no military courtesy.

In the final analysis, military courtesy is the respect shown to each other by members of the same profession. Whether a soldier is an officer or an enlisted man, he is still part of the same Army. That is why there is such a thing as military courtesy. It is not only a form of respect for the Nation; it is an exchange of respect and good-will by members of the team whose job it is to defend the Nation. Soldiers show military courtesy to their officers because they respect the responsibility the officer has in leading his men. Officers, on the other hand, respect their men because they know the responsibility the men have in carrying out their orders.

Importance of the Salute

There isn't room in this book to outline all the different forms of military courtesy. But you should know something about the hand salute because it is the most important of the military courtesies and it is the one you will use most often.

The salute is a greeting between military men. It's a military way of saying "Hello, how are you?" In fact, it's customary to say "good morning, sir" or "good afternoon, sir," or "good evening, sir," when you salute an officer. And he will answer you, when he returns the salute.

It isn't usually done, but it's perfectly proper for soldiers of the same rank to salute each other when they meet, because it's the soldier's way of saying "hello." Sometimes, of course, you will use the hand salute to honor the Flag when it is passing in parade. Then the salute is used as a mark of respect for your country.

Why Salute Proudly?

The *way* you salute is important because it tells a lot about you as a soldier. If you salute proudly and smartly, it shows that you have pride in yourself and pride in your

outfit. It shows that you have confidence in your abilities as a soldier. A sloppy salute, on the other hand, shows that you lack confidence, or that you don't understand the meaning of the salute, or that you are ashamed of your outfit and yourself.

When to salute. The salute must be given on all military installations in the United States and may be required of military personnel in United States possessions or territories, occupied territories, and foreign countries depending upon the wishes of the overseas commander or military attaché concerned.

The rendering of the salute is encouraged but not required outside military installations in the United States except:

When the National Anthem or "To the Color" is played.

When the national color or standard passes by.

On ceremonial occasions.

In all official greetings.

Whom to salute. You are required to salute all commissioned officers, both male and female, of the Army, Navy, Marine Corps, Coast Guard, and members of the Army and Navy Nurses Corps, and you salute all warrant officers and flight officers. It is customary to salute the officers of Allied nations when you recognize them as such. Do not salute noncommissioned officers.

How to salute. When you salute, raise your hand smartly until the tip of your forefinger (index finger) touches your headgear, above and slightly to the right of your right eye. Always remember to keep your thumb and fingers extended and joined, palm to the left, with your hand and wrist straight. Keep your upper arm horizontal and the forearm inclined at an angle of 45° . At the same time turn your head and eyes toward the person or flag you are saluting. When you have saluted, drop your hand smartly to your side (without smacking the side of your trousers) and turn your head and eyes to the front. For details of saluting

when armed with a rifle see FM 22-5, Drill and Ceremonies, which is available in your orderly or day room.

You will find that some men put a little flourish on the end of their salutes. Don't imitate them; a "razzle-dazzle" salute is very bad taste. Learn the regulation salute and practice it before a mirror until you can do it automatically. Then use no other.

Never salute with a cigarette, cigar, or pipe in your mouth. This is both unmilitary and impolite. If you are walking toward an officer, salute when you are not more than 30 paces and not less than 6 paces away. (A pace is an ordinary 30-inch step.) Don't salute when you are running; slow down to a walk and then salute. The manner in which you salute shows the kind of soldier you are. A smart salute indicates a proud, well-disciplined soldier; a half-hearted, sloppy salute gives you away as a recruit.

Other things to know. The salute is rendered but *once* if the senior remains in the immediate vicinity and no conversation takes place. If a conversation takes place, the junior again salutes the senior on departing or when the senior leaves.

In making reports, the person making the report salutes first, regardless of rank. An example of this is the case of a battalion commander making a report to the regimental adjutant during a ceremony.

Exceptions to the general rule prescribing the salute are indicated in specific rules given in subsequent paragraphs. In general, one does *not* salute when—

At work.

Indoors, except when reporting to a senior or when on duty as a sentinel or guard.

A prisoner.

The rendition of the salute is obviously inappropriate. For example, a person carrying articles with both hands or being otherwise so occupied as to make saluting impracticable.

In any case not covered by specific instructions, or in case of reasonable doubt, the salute will be rendered.



① Hand salute.

Figure 29. Salutes.

The term "outdoors" includes such buildings as drill halls, riding halls, gymnasiums, and other roofed inclosures used for drill or exercise of troops. Theater marquees, covered walks, and other shelters open on the sides to the weather are also considered outdoors.

The term "indoors" includes offices, hallways, kitchens, orderly rooms, recreation rooms, washrooms, and squad rooms.

The expression "under arms" means carrying the arms, or having them attached to the person by sling, holster, or other means. In the absence of the actual arms, it refers



Present arms.

At right shoulder
arms.

At order arms.

© Saluting when armed with a rifle.

Figure 29—Continued.

to the equipment pertaining directly to the arm, such as cartridge belt, pistol holster, or automatic rifle belt. A full description of procedures to be followed when "under arms" is given in FM 22-5, Drill and Ceremonies.

Reporting to an Officer

The salute is always rendered by a junior on reporting to a senior. He will also salute at the end of the interview or upon leaving.

Reporting indoors, unarmed. When reporting to an officer in his office, a soldier removes his headdress, knocks, and enters when told to do so. Upon entering, he halts about two paces from the officer, salutes, and says: "Sir, _____ reports to _____," using names and grades. For example, "Sir, Private Jones reports to Captain Smith." The

salute is held until the completion of the formal report, when the senior returns the salute. When the business is completed, the soldier salutes, executes about face when the salute has been returned, and departs.

An enlisted man desiring to speak to his company commander will normally obtain the first sergeant's permission to do so. When reporting to his commanding officer, he says, "Sir, Private Jones has the first sergeant's permission to speak to the company commander."

Reporting indoors under arms. When the soldier is under arms, the procedure described above for reporting indoors, unarmed, is followed, except that the headdress is not removed. When carrying a rifle, the soldier enters with the rifle at trail arms, halts, and renders the rifle salute at order arms. Otherwise, the hand salute is given.

Reporting outdoors. The procedure is the same as described above, except that the soldier armed with the rifle may, in approaching the officer, carry it at trail or at right shoulder arms. He executes the rifle salute at the order or at right shoulder arms.

Reporting for pay. A soldier reporting for pay answers "Here" when his name is called, salutes the officer making payment, counts his money as it is placed before him, picks it up, and leaves the room without again saluting the officer making payment. The officer making payment does not return the salute.

Salutes in Vehicles

Drivers of motor vehicles salute only when the vehicle is at a halt and the engine is not running.

The exchange of salutes is not required between persons in different moving vehicles, persons in moving vehicles, and persons in halted vehicles, or persons in moving vehicles and dismounted persons, except (1) when a vehicle is clearly marked by methods prescribed in regulations to indicate the presence of a general officer, or (2) when required as part of

a ceremony. In case a detail is riding in a vehicle, the individual in charge renders the hand salute for the entire detail.

Salutes are exchanged between persons in a halted vehicle and dismounted persons.

Salutes are not rendered in public conveyances.

Saluting on Guard Duty

In garrison, sentinels posted with a rifle salute by presenting arms after first-halting and facing the music, person, or colors. During hours for challenging, the first salute is rendered as soon as the officer has been duly recognized and advanced.

A sentinel armed with a pistol or carbine salutes with the hand salute except during challenging hours. When challenging, he does not salute, but executes raise pistol (port arms) and retains that position until the challenged party has departed.

A sentinel in conversation with an officer does not interrupt the conversation to salute another officer, but if the officer with whom the sentinel is conversing salutes a senior, the sentinel also salutes.

A prisoner guard armed with a rifle executes the rifle salute.

A sentinel on post or a guard on duty salutes whether outdoors or indoors.

No salute is rendered by a guard when saluting would interfere with the proper performance of his duty.

Saluting in Groups

In formation. Individuals in formation do not salute or return salutes except at the command PRESENT ARMS. The individual in charge salutes and acknowledges salutes for the whole formation. Commanders of organizations or detachments which are not a part of a larger formation salute officers of higher grades by bringing the organization or detachment to attention before saluting. When in the

field under campaign or simulated campaign conditions, the organization or detachment is not brought to attention. An individual in formation at ease or at rest comes to attention when addressed by a person senior to him.

Not in formation. On the approach of an officer superior in rank, a group of individuals not in formation is called to attention by the first person noticing him, and all come smartly to attention and salute. Individuals participating in games and members of details at work do not salute. The individual in charge of a work detail, if not actively engaged, salutes or acknowledges salutes for the whole detail. A unit resting alongside of a road does not come to attention upon the approach of an officer. However, if the officer addresses an individual or group, all come to attention and remain at attention (unless otherwise ordered) until the termination of the conversation, at which time they salute the officer.

Other Courtesies to Individuals

When an officer enters, enlisted men in a room or tent uncover (if unarmed) and stand at attention until the officer directs otherwise or until he leaves. If officers are present who are junior to the officer who enters, they too, stand at attention and uncover (if unarmed). When more than one person is present, the first to see the officer commands ATTENTION in a loud and clear tone.

When an officer enters a room or a tent used as an office, workshop, or recreation room, anyone at work or at play there does not come to attention unless the officer speaks to him. A junior comes to attention when addressed by a senior, except in the transaction of routine business between individuals at work.

When an officer enters an enlisted men's mess, the group is called to "at ease" by the first person that sees him. The first sergeant, mess steward, first cook, or other person in charge reports to the officer. Men seated at meals remain seated at ease and continue eating, unless the officer directs

otherwise. An individual directly addressed stops eating and sits at attention until the conversation is ended.

When accompanying a senior, a junior walks or rides on his left, except when accompanying a senior during inspection of troops.

In entering an automobile or a small boat, the junior goes first and others follow in inverse order of rank; leaving an automobile or a small boat, the senior goes first and others follow in order of rank.

Honors to the "National Anthem" or "To the Color (Standard)"

Outdoors. Whenever and wherever the *National Anthem* or *To the Color* is played—

At the first note all dismounted personnel in uniform and not in formation face the music, stand at attention, and render the prescribed salute, except that at the "Escort of the Color" or at "Retreat" they face toward the color or flag. The position of salute is retained until the last note of the music is sounded. Men not in uniform should remove their headdress with the right hand and hold it at the left shoulder with the hand over the heart. Men not in uniform and without headdress should stand at attention. Men in athletic uniform should stand at attention, removing headdress if any. Women not in uniform should salute by placing the right hand over the heart.

Vehicles in motion will be brought to a halt. Persons riding in a passenger car or on a motorcycle will dismount and salute. Occupants of other types of military vehicles and busses remain seated at attention in the vehicle, the individual in charge of each vehicle dismounting and rendering the hand salute. Tank and armored car commanders salute from the vehicle.

The above marks of respect are shown the national anthem of any friendly country when it is played at official occasions.

Indoors. When the *National Anthem* is played indoors,

officers and enlisted personnel stand at attention and face the music, or the flag if one is present. They do not salute unless under arms.

Other Honors

To Colors. National and organizational flags (as described below) which are mounted on short flagstaffs (pikes) equipped with spearheads are called colors (for dismounted organizations) or standards (for mounted organizations). These are made of silk and colors measure 4 feet 4 inches on the pike by 5 feet 6 inches fly, while standards are 3 feet on the pike by 4 feet on the fly. Both are trimmed on three edges with a knotted fringe of yellow silk 2½ inches wide. Attached below the spearhead of a national color only is a red, white, and blue silk cord, 8 feet 6 inches in length, with a tassel at each end.

Military personnel passing an uncased national color (standard) salute at 6 paces distance and hold the salute until they have passed 6 paces beyond it. Similarly, when an uncased color (standard) passes by, they salute when it is 6 paces away and hold the salute until it has passed 6 paces beyond them. Small flags carried by individuals such as those carried by civilian spectators at a parade are not saluted.

Personal honors. When personal honors are rendered, officers and enlisted personnel not in formation salute at the first note of the music and hold the salute until the completion of the ruffles, flourishes, and march. When the cannon salute is rendered, military personnel being saluted and other persons in the ceremonial party render the hand salute during the firing of the salute. Civilians stand at attention while being honored. Other persons in the vicinity of the ceremonial party also stand at attention. A cannon salute to the Nation requires no individual action. For the number of guns to which distinguished military and civil officials are entitled, see AR 600-25.

Military funerals. Military personnel salute during the passing of a caisson or hearse bearing the remains in a

funeral procession. Those attending a military funeral in their individual capacity or as honorary pallbearers uncover or salute as prescribed in Department of the Army Pamphlet No. 21-39.

Uncovering

Officers and enlisted men *under arms* uncover only when—
Seated as a member of or in attendance on a court or board. (Sentinels guarding prisoners do not uncover.)

Entering places of divine worship.

Indoors when not at a place of duty.

In attendance at an official reception.

Titles

All military and naval personnel are addressed in official correspondence by their full titles.

In conversations and unofficial correspondence, Army, Air Force, and Marine Corps personnel are addressed as follows:

All general officers	“General”
Colonels and lieutenant colonels	“Colonel”
Majors	“Major”
Captains	“Captain”
All lieutenants	“Lieutenant”
All chaplains	“Chaplain”
Cadets	“Mister”
Warrant officers	“Mister”
All sergeants	“Sergeant”
Corporals	“Corporal”
Privates and privates first class	“Private Jones”

When the name is not known, a private may be addressed as “Soldier.” Nurses should be addressed by their rank.

Except when in the presence of troops, senior officers frequently address juniors as “Smith” or “Jones,” but this does not give the junior the privilege of addressing the senior in any other way than by his proper title. Officers of

the same grade generally address one another by their last names. The courtesy and respect for others which govern gentlemen are expected to prevail at all times.

In conversation and unofficial correspondence, naval officers are addressed as follows:

All admirals	"Admiral"
Commodores	"Commodore"
Captains	"Captain"
Commanders	"Commander"
Lieutenant commanders, lieutenants, en- signs, and midshipmen	"Mister"
All chaplains	"Chaplain"
All medical officers	"Doctor"

In referring to or introducing captains in the Navy, it is customary to add after the name "of the Navy," since the grade of Captain in the Navy corresponds to the grade of colonel in the Army. Any officer in command of a ship, regardless of size or class, while exercising such command, is addressed as "Captain."

Enlisted men of the Navy are addressed either by their specialty or by their last name. A chief petty officer is usually called "Chief." When his name or specialty is not known, a seaman may be addressed as "Sailor."

Section VII. THE CHARACTER OF A SOLDIER

The Things You Are

When we say that a man has "good character," we mean that he has many strong qualities and virtues that, added together, make him a man whom we like, respect, and trust. One definition of character, therefore, is this: *The sum of the qualities that make a person what he is.*

It's not easy to tell you exactly what qualities and virtues you must have to be a good soldier, but perhaps you can understand better what is meant by a "soldier's character"

if you consider some of the qualities that all of our good soldiers have had. These qualities include honesty, courage, self-control, decency, and conviction of purpose. This is by no means a complete list, but those are the qualities that most good soldiers possess. Let's talk about them.

You must be *honest* because there is absolutely no room in our military world for dishonesty, half-truth, or any other shade in-between. When the outcome of a battle could rest on the truth of your report, your word must be your bond. In private life, one can avoid or make allowance for those who have trouble telling the truth. But in the Army, soldiers depend on each other too much to accept anything but complete honesty. All good soldiers understand the need for truthfulness and shun those who lie.

As a soldier, you may be called on to be *courageous* in many ways. In battle, you may have to keep moving forward in the face of heavy enemy fire. Lives of other men may depend on this kind of courage. Battle plans are based on it. Then, in addition to courage in battle, you need courage to admit your own failures. You may need still another kind of courage to ask your fellow soldiers to keep going when they have nearly reached the limit of their endurance.

In any talk of courage, however, it is important that you know the difference between real courage and foolhardiness. Taking unnecessary risks is stupid and often endangers the lives of others. Being courageous doesn't mean that you won't be afraid at the same time. Fear in battle is natural, and some of our best soldiers have been those who have been afraid, but who went ahead into battle, even with a shaking hand and pounding heart.

Soldiers who have displayed this kind of courage were able to do so because of another quality, *self-control*. As a soldier, you will be living and working closely with other soldiers. You will be leading a highly disciplined life. Good self-control makes this discipline easier. It will also help you avoid temptations that may plague you—tempta-

tions to dodge your duty, to indulge in immorality, or to use your power unfairly. Sometimes you may be the law itself, and only your sense of right and self-control will stand between you and your abuse of power as a soldier.

Self-control is "inner discipline." You were not born with it, but all good soldiers have acquired it through the years by checking their tempers and desires, and by "counting 10" before they acted.

Another quality that all good soldiers have is *decency*. This means personal habits that make it easier for others to live and work with you. Your honesty, courage, and self-control will strongly affect your companions, but in addition, it is important that you give them the same consideration that you'd like them to give you. This means respecting their property and views, keeping yourself clean in body and speech, and accepting others for what they are—not for the color of their skins, or where they came from.

All these qualities are important parts of a good soldier's character, but the quality that all of our great soldiers have had—the quality that gave meaning to all of their other virtues—is *conviction of purpose*. This means that these soldiers fought well and were able to endure the hardships of war because they were convinced that what they were doing was right.

Admittedly, this quality isn't easy to have. Many combat veterans will tell you that they were never quite sure why they were fighting. Some say that they fought to save themselves. Others say that they fought for the men around them, or because they hated the enemy. There is never any *single* reason why men fight.

Our truly great soldiers, however, have fought for our country because they believed that our freedoms and way of life were worth the sacrifice. You probably know the story of Sergeant York. When he first entered the Army in World War I, he was troubled because his training and his conscience told him "Thou shalt not kill." After a long struggle with his conscience, however, he realized that fighting the

enemy was just, because that enemy would have enslaved the world if they could. When he realized this, he became one of our greatest heroes, because he was convinced that it was right for men to remain free.

These, then, are some of the main qualities that make up the character of a good soldier. Nobody can give you these qualities. You have to get them yourself by hard work. But at least you know what the qualities are and if you don't have all of them, you have a goal that is worth reaching.

Section VIII. SUMMARY

What Does It All Mean?

You've read in this chapter about many different elements that make up this complex thing called "The Soldier's Code." You've read about duty, responsibility, the necessity for taking orders, discipline, and all the other factors that are part of the code.

It would be difficult if not impossible, therefore, to try to tell you here in a few words what the code is. This chapter has merely pointed the way. Now it is up to you, through actually living a soldier's life, to find out what the code means and how it works.

Don't be discouraged or afraid of what's ahead of you. You can take heart in this fact: millions of Americans just like you went through this experience in World War II and most of them made good soldiers. Your future in the Army is ahead of you and you too can make a good soldier if you will try. It's up to you.

CHAPTER 5

INDIVIDUAL INTERESTS

Section I. YOU'RE THE WORLD'S BEST PAID SOLDIER

Your Pay

There's an old song that says you'll never get rich in the Army. The reason you're in the Army is for *service* to your country and not just pay. The truth of the matter is, if you go into combat, nobody could afford to pay you enough money for the things you will endure. But you are the world's best-paid soldier, both in terms of money and the additional things which go with it. There may be times when you won't believe this, but it's true: you receive the best living quarters available, good clothing and excellent food, medical and dental care, certain tax exemptions, allowances for your dependents, and free entertainment and recreation. These are items for which you would spend part of your pay if you were employed outside the Army. Thus they are a real part of your pay.

You are paid at the end of each month. In addition to your basic pay you may receive allowances and overseas pay. From this will be deducted any allotments which you have made and any stoppages which have been charged against your pay. Normally, you will be paid in currency but you may request payment by check.

Allotments

These allotments we mentioned are a convenient means of making sure that regular monthly payments will go to

certain persons or agencies you name. Once you have made an allotment it will be paid for you each month until you ask that it be discontinued.

Normally, you may allot all but \$10 of your pay. In some cases your commanding officer may feel \$10 is not enough for you to get along on and set a higher limit.

The Army allows you to make allotments only to certain persons or agencies. Examples of these are—to your family; for Government savings bonds; to a bank for a savings account; to a commercial insurance company; to a building and loan association; or to Army Emergency Relief to repay a personal loan. If you want to make an allotment, your unit clerk will help you prepare the necessary forms.

Stoppages

Stoppages are legal deductions from your Army pay and do not have to be authorized by you as in the case of allotments. The most common stoppages are deductions for the value of Government property lost or destroyed through your abuse or negligence; for which you must pay. Forfeiture of pay through action by courts martial is another example of stoppage.

Taxes

While we're talking about pay, let's not forget the taxes. Some military pay is subject to Federal income tax. Confer with your company commander to find out if your pay will be taxed. In most cases, payment of income tax is accomplished by the finance office withholding a portion of your pay each month. At the end of the year you must complete the required tax forms, attach to them the receipts of withheld money, and mail the forms and receipts to the Collector of Internal Revenue.

Savings

Taxes, allotments and all the other things notwithstanding, you need spend very little cash for ordinary living ex-

penses in the Army. You will probably have something left out of each month's pay. It is only common sense that you begin now to save as much of that balance as you can. It doesn't take long to save a nice nest egg. The Army makes it as easy as possible for you to save money. A handy service for this purpose is called "Soldier's Deposits." It is very much like an ordinary savings bank account. You can deposit any amount over \$5 with your disbursing officer. Amounts left on deposit for 6 months draw interest of 4 percent from the date of deposit until date of withdrawal or until you leave the service. The Government is responsible for your money. It cannot be used to satisfy legal judgments which may be made against you. A deserter forfeits his deposit and interest. All you have to do to make a Soldier's Deposit is to let your first sergeant know and he will attend to the necessary details.

Insurance

Another way you "save" money in the Army is through the "free GI insurance" which came into effect 27 June 1950. Ever since World War I, soldiers have been encouraged to take out Government life insurance. This insurance was available to servicemen at low cost. Now the "insurance" is better than ever. It doesn't cost you anything and every soldier is covered for the full \$10,000. This protection is good only while you are in the Service.

In addition to this \$10,000 indemnity paid if you die while on active duty, your designated dependent is paid an amount equal to 6 months' pay.

Other Benefits

Your dependents may be entitled to other benefits over and above the \$10,000 indemnity and the 6 months gratuity pay mentioned above. If you should die as a result of service or as a result of a disability suffered in line of duty while in the Service, your dependents will qualify for compensa-

tion. The monthly amount varies according to the number and relationship of the dependents and according to whether your disability was incurred in wartime or peacetime service. A widow loses her death compensation when she remarries. Normally, a child is not entitled to compensation after reaching the age of 18.

If you are a war veteran and die of causes not connected with that service, your widow and children may, in certain cases, be entitled to a pension. The main qualification here is that a veteran, at the time of his death, must be receiving or be entitled to receive compensation or retirement pay for a war-service-connected disability.

One of the best benefits that you may receive is retirement pay. Soldiers may be retired for age, disability, or years of service. Upon completion of 20 but less than 30 years of service, you may, upon request, be transferred to the Enlisted Reserve Corps and placed on the retired list of the Regular Army, subject to call. When you have completed 30 years of honorable service you may be placed on the retired list not subject to call. In addition to retirement pay you are entitled to commissary, post exchange privileges, medical care, and hospitalization.

Section II. YOU'RE THE WORLD'S BEST DRESSED SOLDIER

You Buy Your Own Clothes

Through years of experience the Army has determined the amount of clothing (uniforms) you will require during a period of service. You must have at least the prescribed amount at all times. This may vary from time to time as new clothing is developed and issued, but SR 32-20-2 will tell you what, and how much, you must have.

You will get your personal clothing from the Army by means of the Cash Clothing Allowance System. Under this system you actually buy your clothes with money you receive from the Army. The cash clothing allowance, as it is called,

is paid to you *in addition* to your regular pay. Here is how the system works.

Your initial allowance. As soon as you enlist, or reenlist more than 3 months after discharge, an initial credit will be entered on your pay record. This credit represents the money value of the clothing you are required to have. At the same time you will be given a clothing request and receipt which you present at the clothing sales store for your initial issue. Your uniforms will be properly fitted at the time of issue. Alterations required because of your growth or development during the first 6 months of your enlistment will be made at Government expense.

Your responsibility. Your uniform then is *your* personal clothing and it becomes your responsibility to care for it properly. You must keep it cleaned, pressed, and repaired. You must keep it up to the standards required. When it wears out, you must buy replacements.

To enable you to maintain your clothing and to replace articles as they wear out, you will receive a cash allowance. The basic maintenance allowance, as it is called, will be paid along with your regular pay beginning the seventh month of your first enlistment. When you begin the fourth year of continuous service the cash allowance will be increased. The increased allowance is called the standard maintenance. It will be paid from then on until you retire, unless you are out of the service for more than 3 consecutive months.

Warning. The clothing allowance is more than enough to keep you well dressed if you take care of your uniforms. You can see that it will pay you in the long run to take good care of your clothing. *Remember your responsibilities in regard to the appearance of your uniforms.* Be thrifty, *but don't allow your desire to save money cause you to appear in shabby uniforms.*

A stitch in time. As a soldier, you are expected to keep your clothing in good repair. The services of the post tailor are always available to you for mending or alteration of your uniforms; of course, you must pay him for his work. A dam-

aged garment should be repaired immediately, for delay may increase the damage or make repair impossible.

Cleaning. You must keep your clothing clean. A uniform that gets dirty and stays dirty wears out quickly; the dirt cuts the fibers of the cloth and collects and holds moisture. It is impossible to keep your uniform from getting dirty, but it need not stay dirty. Brush and clean it, or have it cleaned, regularly. Remove all spots immediately. The longer spots remain, the harder they are to get out. Do not have uniforms pressed until all spots have been removed.

There's Only One Way To Wear It

It is an honor to wear the uniform of the United States Army. It is an honor because those who have worn the uniform have brought honor to it. The Americans who have worn the uniform before you have done their part. As a soldier, you are obligated to maintain the traditions of smartness and gallantry which they have established throughout the world. If you are the right kind of soldier, you will take great pride in the way you wear your uniform. The neat, well-groomed soldier attracts favorable attention. As the name implies, the uniform must be worn in a standard (uniform) manner as established in published regulations. Some of the rules for wearing the uniform are stated in Army regulations, and apply to all American soldiers everywhere; others are determined by local commanders. It is your responsibility to familiarize yourself with those regulations which apply to you. The local uniform regulations will be posted on your bulletin board.

Here are some rules. The rules which you must observe in all situations are given below:

Don't leave your barracks or your area unless you are in the prescribed uniform, and it is clean and well-pressed.

Be sure that your uniform is in good repair.

Keep your brass bright, and your leather clean and polished.

Keep all your buttons buttoned, except that when neckties are not required the collar of the shirt may be left unbuttoned.

Wear plain tan or brown socks with low shoes.

Do not mix your uniforms.

Do not alter the general appearance of your uniform.

You may not pad shoulders excessively or "peg" trousers or drape blouses. (This rule is not meant to forbid alteration of uniforms to provide for better military fitting.)

Do not decorate the uniform with unauthorized emblems. (Civilian accessories such as watch chains or fraternity, school, or organization pins must not be worn on the uniform.)

Do not wear unauthorized clothing. Shirts, caps, ties, and belts of shades or materials different from the issued ones are not authorized. Do not feel that these regulations end when you step outside the limits of the post.

Keep your uniform neat. When laundering, cleaning, and pressing facilities are available, it is your own fault if you fail to use them.

Wear the service cap (with visor) or the garrison cap (overseas) as directed by your commanding officer. The service cap is usually worn squarely on your head (visor level). The garrison cap is usually worn slightly cocked to one side or the other.

Regulations regarding the wearing of the uniform apply at all times both on and off the post. When you are wearing the uniform, you must wear it correctly. During off duty hours you may wear civilian clothing in the United States. Outside the United States, the wearing of civilian clothing will be regulated by your commanding officer.

You Are Representing the Army

When in uniform you are quickly and easily identified as being a member of the Army. Sloppily dressed soldiers are

certain to bring discredit upon the Army, because the American people expect the best of the Army. It is up to you to help maintain the high regard that civilians have for the Army.

The Army Costs Money

When you look around at an Army post you see many things—buildings, houses, vehicles, streets, fire stations, hospitals, messes, squad rooms, beds, shower rooms, and thousands of other items.

Stop for 1 minute and consider that all these things were either directly or indirectly designed and built to serve one primary purpose—the betterment of the soldier. All these things cost a lot of money—billions of dollars. Where does the money come from? It comes from public taxes appropriated by the Congress of the United States for the upkeep of the Army.

Right here is where supply economy comes into the picture. The budgetary allowance for the Army is limited and is appropriated on a year-to-year basis. Property that is lost or damaged through carelessness is a loss to you and your fellow citizens. This being the case, you can see that it is an absolute duty of every individual in the Army to learn and practice the principles of conservation, maintenance, safeguarding, recovery, repair, and salvage of food, fuel, weapons, transport, and all other matériel. This is necessary so that the supplies and equipment furnished us will last as long as they are intended to.

Your Personal Equipment

You are responsible for the equipment issued to you. This responsibility includes proper care and maintenance. If through carelessness or neglect, you lose or damage equipment issued to you, the cost of replacing or repairing the articles is charged to you. The statement of charges (fig. 30) is

STATEMENT OF CHARGES FOR GOVERNMENT PROPERTY LOST, DAMAGED OR DESTROYED										DATE 29 Aug 1949.		
CLASS OF PROPERTY TO&E				ORGANIZATION Btry A, 6th FA Bn				FOR MONTH OF Sep 1949				
STOCK RECORD ACCOUNT OR OTHER PROPERTY RECORD OF ACCOUNTABLE OFFICER Jack C. Evans, Jr., Capt. FA						STATION Fort Sill, Oklahoma						
STOCK NO.	ARTICLES	QUANTITIES								TOTAL ARTI- CLES	UNIT PRICE	TOTAL
		1	2	3	4	5	6	7	8			
74-C-87	Canteen, stainless steel	1								1	\$.84	\$.84
74-C-304	Cover, canteen, M1941	1								1	.80	.80
74-H-109	Helmet, steel		1							1	2.93	2.93
74-P-260	Pouch, first aid pk.			1						1	.22	.22
											GRAND TOTAL	\$4.79
CERTIFICATE OF RESPONSIBLE INDIVIDUALS I CERTIFY THAT MY SIGNATURE HEREON CONSTITUTES: A. AN ACKNOWLEDGMENT OF THE JUSTNESS OF THE CHARGE SET OPPOSITE MY NAME. B. A WAIVER OF THE RIGHT TO DEMAND A REPORT OF SURVEY UNDER AR 735-150 (AR 35-6640 FOR USAF) C. AN AFFIRMATION THAT THE ARTICLES ARE NOT NOW IN MY POSSESSION. D. AN AGREEMENT TO TURN IN TO THE APPROPRIATE SUPPLY OFFICER ALL ARTICLES LATER RECOVERED, IT BEING UNDERSTOOD THAT THE UNITED STATES GOVERNMENT RETAINS TITLE TO THE ARTICLES LISTED HEREON.												
COL. NO.	NAME, GRADE AND SERVICE NUMBER	CAUSE FOR CHARGE	TOTAL CHARGE	SIGNATURE OF INDIVIDUAL								
1	Brown, James A. Pfc., RA60432714	Damaged thru neglect	\$ 1.64	<i>James G. Brown</i>								
2	Bayne, Frank P. Cpl., RA74365721	Lost thru neglect	2.93	<i>Frank P. Bayne</i>								
3	Pierce, William C. Pvt., RA73247615	Lost thru neglect	.22	<i>William C. Pierce</i>								
4												
5												
6												
7												
8												
			GRAND TOTAL	\$ 4.79								
CERTIFICATE OF ORGANIZATION COMMANDER I CERTIFY THAT THE STATEMENTS HEREON ARE COMPLETE AND CORRECT. THAT ALL DAMAGED PROPERTY HAS BEEN DISPOSED OF IN ACCORDANCE WITH CURRENT DIRECTIVES, AND THAT THE CHARGES HAVE BEEN COMPUTED IN ACCORDANCE WITH THE PROVISIONS OF SR 735-150-1 (TM 14-904 FOR USAF).					CERTIFICATE OF PERSONNEL OFFICER- I CERTIFY THAT THE CHARGE SET OPPOSITE THE NAME OF EACH ENLISTED PERSON LISTED HEREON HAS BEEN ENTERED ON THE APPROPRIATE (ME (or DD) FORM 114 AND FORWARDED TO THE DISBURSING OFFICER IN ORDER THAT PROPER COLLECTION WILL BE EFFECTED.							
DATE	SIGNATURE	DATE	SIGNATURE									
30 Aug 1949	<i>Jack C. Evans, Jr.</i> Jack C. Evans, Jr., Captain FA	31 Aug 1949	<i>W. D. Williams</i> W. D. Williams, 1st Lieut. FA	PROPERTY VOUCHER NO.								

DD FORM 362
1 AUG 29

REPLACES DA AGO FORM 14-39, 1 JUN 48, WHICH MAY BE USED.

Figure 30. Statement of charges.

used for this purpose; your signature on the statement of charges provides the proper basis for a deduction from your pay as prescribed by AR 735-150. (*It is your duty to conserve equipment.*) All equipment issued to you is loaned to you by the Government—it belongs to the Government. In the combat zone, equipment is of primary importance to every fighting man. A rifle that has been neglected may not shoot. A torn sleeping bag will not keep you warm on cold nights. The record shows that the Army suffers needless casualties if each soldier's individual equipment is not at hand and in good operating condition when it is needed.

Other measures. In addition to caring for and preserving your own individual equipment you are required to assist in all other forms of conservation. Here are some ways you can help—

Don't take more food on your plate than you can eat.

Turn off the electric current when it is not needed.

Turn off water outlets completely when you are through using the water.

Avoid spilling gasoline and lubricants.

Don't use Government vehicles for unauthorized trips.

Don't use gasoline for any unauthorized purpose—heating, dry cleaning, etc.

Don't throw gasoline containers away when they are empty.

Don't put gasoline in the water cans or water in the gasoline cans.

Use your personal stationery—not the Government stationery in the orderly room—for your personal letters.

Turn in items in your possession that you don't need; don't throw them away—someone else may be able to use them.

Don't replace a gun or vehicle when it needs repairing if a defective unit can be replaced and the gun or vehicle restored to active service.

The above list could go on indefinitely, but it is only desired

to point out a few of the many things that you can and should do to assist in the supply economy program.

Section III. PERSONAL AFFAIRS

The Army Will Help You

You didn't leave your personal life behind when you entered the Service. The Army recognizes this fact and has many ways to help you when personal problems arise that you cannot solve alone. The Army does this because it is interested in your welfare and you cannot do your best work as a soldier if you are worrying about your personal difficulties.

Some of the personal problems that may cause you difficulty while you are in the Army are family or religious matters, legal affairs, the need for regular or emergency leave, or the need for money. This section of your *Soldier's Guide* will explain how you can call on the Army for help and whom to see when you have a problem.

Your Company Commander

If you have a personal problem, your company commander very often will be the first person that you should talk to. He is very much interested in your well-being and he wants to help you do your best job as a soldier. Sometimes your first sergeant or platoon leader will be able to give you the advice and help you need, and if they cannot help you, then they will consult your company commander about your problem. In any event, don't be afraid to bring your problems to your leaders if you can't solve them alone. They will be glad to help you and they will treat your affairs as private matters.

Leaves and Passes

The Army is liberal in granting leaves of absence and passes when you can be spared from your duty. You are expected to work hard as a soldier and you, therefore, need

periods of rest and relaxation to help you do a better job when you are on duty. You must remember, however, that your duty comes first and you may not be able to get a leave of absence or a pass for a long period if getting the job done is more important. Here are some of the different kinds of authorized absences that you may receive:

Passes. While you are in basic training your commanding officer may give you a pass that will authorize you to visit nearby areas. Passes may be granted for a few hours or they may be authorized for a maximum of 3 days. Usually, you will be told how far you can go from your station, or this information will be written on the pass. *Don't go any farther than the pass allows*, even though you know you will be able to get back to your station in time. If you are found beyond the pass limit, you will get into serious trouble and your pass privileges may be suspended.

At first, you probably will have to obtain a pass each time you leave your post. Later, after you have become a better trained soldier, you may be issued a permanent pass that will authorize you to leave your post when you are off duty. Passes do not count against your leave time. Remember, a pass is not an inherent right; it is a privilege that must be earned.

Leaves. You are entitled to leaves of absence in addition to passes. A leave of absence is a vacation and while you are away, you will continue to be paid. You are credited with $2\frac{1}{2}$ days of leave time for each calendar month of active duty. If you entered the Army on 1 February, for example, you would be eligible for 15 days' leave on 1 August. At the end of a full calendar year of active duty, you would be eligible for 30 days' leave. This does not mean that you can take leave whenever you are eligible. Your job comes first, and you can take leave only when you can be spared by your unit. Your leave times does add up, however, to a maximum of 60 days. In the Army, this is known as "accruing" leave. It's a good idea to take your accrued leave at regular intervals if you can. The reason is that

if you put in more than 2 years of active duty without a leave, you still are eligible for only 60 days. If you are honorably discharged from the Army and you have not taken all the leave that you have accrued, you will be paid for the part that you have not taken.

Emergency leave. While you are in the Army, you may need time off to attend to personal affairs in an emergency, such as death or illness in your family. If the situation is serious enough, your commanding officer can grant you emergency leave. If you are on leave at the time an emergency arises, your commanding officer can grant you an extension of time, which will be classed as emergency leave. You can get emergency leave even though you do not have any leave credit accumulated. In this case, all the emergency leave that you get will be deducted from your future leave credit.

For example, suppose you have just returned to your station from a regular leave. You have used up all your leave credit and will not have any more leave time accrued until at least 6 days have passed. Then you receive a telegram telling you that there is an emergency at home. You apply to your commanding officer for 5 days' emergency leave, and he grants it. That 5 days will be subtracted from any regular leave credit that you accrue in the future.

You and Your Family

The Army will help you and your family in several ways while you are in the Service. These are some of the facilities:

Complete medical care is provided for you as well as medical care and hospitalization for your dependents. The amount and type of treatment that your dependents receive depends on the size of the hospital and staff and the number of military patients that must be cared for. Obviously, the Army will care for Service men first. Medical treatment for your dependents must not interfere with the treatment of

soldiers. You can find out where and when your dependents may receive medical care by inquiring at your station.

Family allowances. As long as you are in the Service, you will be paid an extra sum of money each month if you have dependents, provided you are not furnished government quarters. This money is called a "basic allowance for quarters" and is paid directly to your dependents by the Government. Part of the total amount is deducted from your monthly pay. The rest is paid by the Government. The part deducted from your pay is approximately the amount you would be able to send to support your family.

Quarters. The assignment of family quarters is an extra benefit that you will receive as you advance up the Army's career ladder. Noncommissioned officers of the upper three grades (sergeants, sergeants 1st class, and master sergeants) and corporals with 7 years' service who have dependents are assigned family quarters if available. If these quarters are not available, a monthly money allowance is paid instead. After the needs of this group are filled, the local commanding officer may assign any remaining quarters.

Transportation of dependents and household goods. If you are promoted to one of the upper three grades or are a corporal with 7 years' service, you may have your dependents and household goods moved at government expense, provided you make a permanent change of station. When you receive your permanent change of station orders, notify the transportation officer at your post and he will make the necessary arrangements to move your family and furniture.

Legal Matters

You may sometime need legal advice or assistance. If that happens, see the legal assistance officer at your post. He is a lawyer in the military service and it is his duty to help you with personal legal problems. He will be able to handle most legal matters for you that do not involve court action. If you are involved in court action, he can help you obtain a civilian lawyer. Remember that you are subject to civilian

as well as military law while you are in the Army. If you are involved in legal action with civilian authorities, therefore, your case will be tried in a civilian, not a military, court.

Wills. A will is a formal written statement that tells what you want done with your money and property after you die. You will have to decide if you need a will. As a general rule, if you own property and die without a will, the State where you are a resident will distribute your property according to its laws. It's a good idea to make out a will, even though you own only a little property or have only a small bank account. If you do not, your dependents may have a hard time claiming the property or money if you die. Your legal assistance officer will help you if you wish to make out a will. If you already have one, he will examine it with you to make sure that it expresses your wishes. *Keep your will in a safe place.* If you wish, you can mail it to The Adjutant General, Washington 25, D. C., for safekeeping.

Power of attorney. While you are in the Army, it may be necessary to have someone represent you in regard to your property and affairs if you cannot be present. You can grant this authority to another person through a legal paper known as the "power of attorney." It's a good idea to make out a power of attorney, especially if you are going overseas. This person can then sign papers for you and carry on your personal affairs even though you are not in the country. *Give this authority only to someone in whom you have complete trust and confidence.* There are different State laws regarding the power of attorney, so you should consult your lawyer or legal assistance officer for advice in preparing a power of attorney.

Burial Rights

Members of the Army who die while on active duty, retired Regular Army soldiers, and former members of the Army who were honorably discharged are entitled to be buried in a national cemetery. If the next of kin wishes, a soldier may be buried in a private cemetery at Government expense, but

the amount that the Government will pay is limited by regulations.

The Church and the Chaplain

The Army recognizes the importance of religion in the American way of life and in your training as a soldier. For that reason, a complete program of religious training is provided for soldiers of the three general faiths, Catholic, Jewish, and Protestant. This program for the spiritual and moral welfare of the soldier is the responsibility of the commanding officer and is carried out through the chaplain assigned to the unit. Chaplains advise commanders in religious matters and work directly with soldiers in helping them solve their problems. The chaplains have volunteered for this duty and it is their desire to be of the greatest possible service to soldiers and their dependents. Separate religious services usually are conducted for members of the three faiths, but it is sometimes impossible to conduct a separate service for each group. When this is the case, a general religious worship service is held. Attendance at these services is, of course, entirely a personal matter, but if you participate, you will find them a source of inner strength and your job as a soldier will be made easier.

If your church requires that you attend services of your denomination, see your unit chaplain and he may be able to direct you to a chaplain of your faith in the area, or to a church of your faith in a nearby community.

Available to you also are other religious activities such as Sunday school classes, Bible study classes, Holy Name Societies, and the Serviceman's Christian League.

Remember that the chaplain is always available to help you as a personal counselor. He will be happy to talk to you about any personal problem and will try to help you find a solution. Anything you tell him is confidential and privileged. This means that he cannot be required to repeat anything you have told him. The chaplain will visit soldiers in the guardhouse or hospital, and you may call upon

him to conduct religious services such as baptisms and weddings.

It is customary to address these officers as "Chaplain," but Catholic chaplains may prefer to be called "Father"; Jewish chaplains may prefer to be called "Rabbi"; and Protestant chaplains sometimes prefer to be called "Reverend."

Red Cross and Army Emergency Relief

The Red Cross is a civilian agency that is interested in the well being of soldiers and their dependents. For this reason, the Red Cross has field directors on most sizable Army posts who will help you with personal and family problems. They can obtain reports from the Red Cross chapter near your home regarding sickness, death or other emergencies in your family.

The Red Cross will also provide money to you in certain emergency situations provided your commanding officer approves. Your dependents can obtain help from the Red Cross in meeting problems that arise in connection with your Army services. They should consult the Red Cross chapter nearest your home to find out what these services are.

The Army Emergency Relief is an organization set up to give emergency financial aid to you and your family. Each case must be investigated and the amount of assistance given will depend on the circumstances. If you need financial aid, feel free to consult the Army Emergency Relief officer at your post. The aid will be temporary and you must repay any money that is loaned to you.

These are the main agencies and persons who can help you solve your personal problems while you are in the Army. If you do have personal problems that you can't solve alone, always see your commanding officer first. If he cannot help you, he will direct you to the right place. Always remember that the Army will do everything possible to help you solve your problems because a worried soldier is seldom a good soldier.

Section IV. THE CAREER GUIDANCE PROGRAM

What Is "Career Guidance"?

Nearly every soldier who enters the Army would like to be assigned to a particular kind of job. It is also true that every soldier is better suited for certain types of work than for others. The *Army Career Guidance Program* is based on these two facts.

The Army can find out what kind of job you would like by asking you. However, even you may not know the job for which you are best suited. The Army, therefore, finds out this information by a number of tests and by constant observation of you by your leaders.

Using the results of these tests, the recommendations of your leaders, and your own interests as guides, the Army will attempt to assign you to a job where you will do your best work for the Service and where you will be able to fill jobs that call for greater knowledge and responsibility. This, briefly, is the Career Guidance Program.

You Won't Always Get What You Want

The Army will try to assign you where you would *like* to be assigned, provided you show that you could do a good job in that position.

You must remember, however, that *the greatest need in the Army is for capable leaders*. Maybe you would prefer to be in an administrative or service assignment, and your tests might show that you could do a good job in these fields. The Army, on the other hand, needs good men in the combat arms too, and if your tests show that you will make a good leader, you probably will be assigned to a combat outfit. Always remember that *the Army exists to fight*. The combat jobs are, therefore, the most important and they require great ability.

What Is the Purpose of Career Guidance?

The goal of the Career Guidance Program is to help you, the individual soldier, find the job in the Army that is most suited to your abilities and, at the same time, to meet the requirements of the Army for men. Here are the specific aims of the program:

To make an Army career financially comparable to a civilian career.

To provide greater opportunities for advancement.

To permit choice of an occupational field of interest.

To enable soldiers to plan Regular Army careers.

To make promotions on the basis of merit and competition.

To provide a well-trained Army for mobilization.

To provide skills that will benefit soldiers when they retire.

There Are Many Opportunities

Thirty-one different career fields have been established in the Army. You will be assigned in one of these fields depending on your interest, ability, experience, and the need of the Army for men in certain categories. Once you have been assigned to a particular career field, your training and assignments will be designed to help you advance up the "job progression ladder." Figure 31 shows the Infantry Career Field as an example. Notice that as you complete basic training, service schools, or on-the-job training, you will have the opportunity to be promoted on the basis of your experience and by competitive examinations. Other career fields and job progression ladders are established for soldiers in all branches of the Army.

Your "MOS"

In order to understand the Career Guidance Program better, you must first understand some of the terms that are used in describing different kinds of jobs. There is, for example, the *Military Occupational Specialty (MOS)*.

Your "MOS" is the name and written description of your Army job. For instance, "Light Weapons Infantryman," as shown in figure 31. Another way of describing the same job is by *MOS Code Number*. This is a number that is assigned to your military occupational specialty. As an example, if Corporal John Doe is a Light Weapons Infantryman, his MOS and MOS Code Number are listed like this:

Corporal John J. Doe, RA 1657890
MOS—Light Weapons Infantryman
MOS Code—4745

Tests and Interviews

Before you entered the Army, you passed certain tests that measured your ability to learn. You were given another test to determine how well you can read. Later, at the main recruiting station, you were given a physical examination and more complete tests, which you passed before you were sworn into the Army.

When you arrive at your training center, you will be given a classification interview and more tests. This interview and these tests will help your assignment officers to find out what kind of jobs you will be able to do best. The Army can then help you get started in the "job area" where you will do the best work in keeping with the needs of the Army.

Near the end of your basic training you will be tested and interviewed again to determine your assignment and to see if you are qualified for special training in the Army school system. You'll learn more about the school system in another part of this chapter.

Your Assignment

All of these tests and interviews have a purpose, of course. First, they help to determine your physical and mental fitness to be a soldier and then they help you to enter an Army

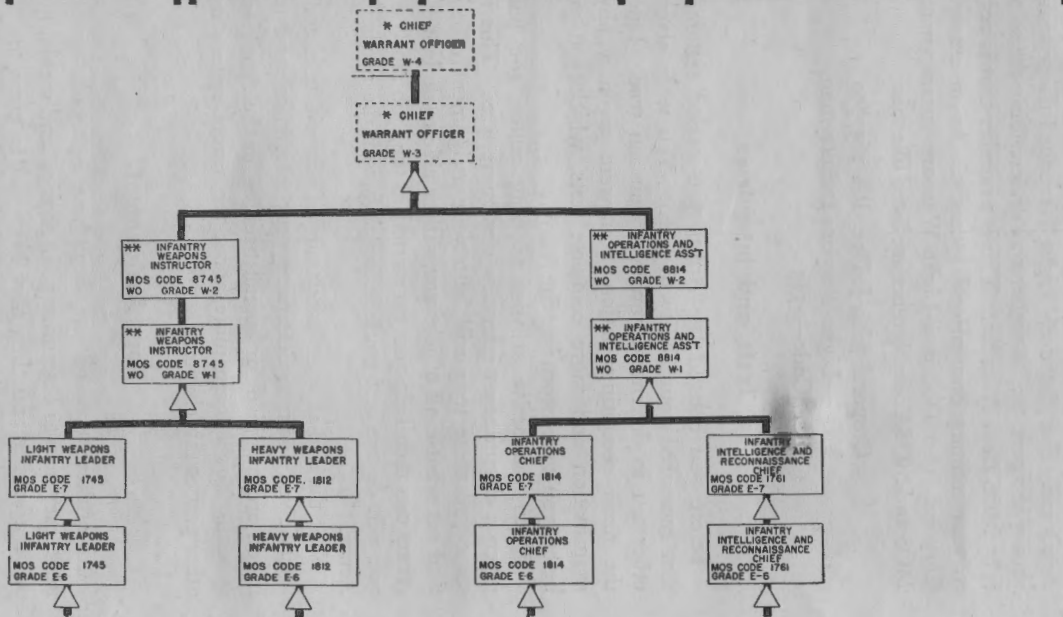
INFANTRY CAREER FIELD

LIGHT WEAPONS

HEAVY WEAPONS

INFANTRY OPERATIONS

INFANTRY INTELLIGENCE AND RECONNAISSANCE



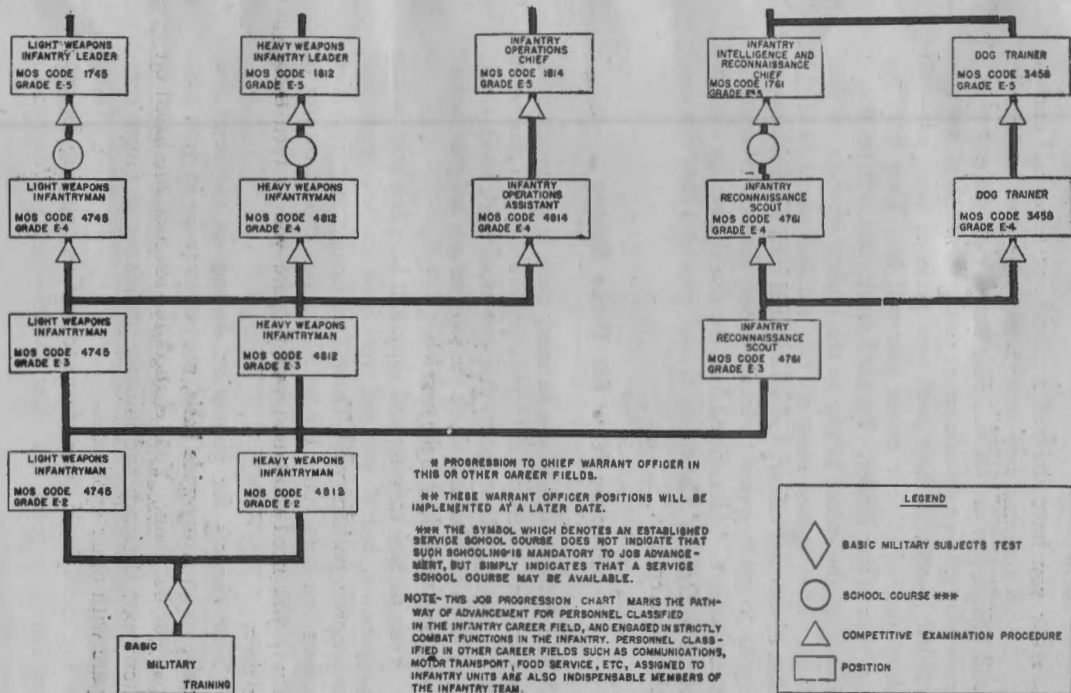


Figure 31. Job ladders in the infantry career field.

career field where you can do the best job—both for yourself and the Army.

After you have finished a school, or have had enough on-the-job training with your unit, your unit commander will assign you an MOS. This action will place you in a particular job in a specific career field. Your MOS and your efficiency—that is, how well you perform your job—will determine what your future jobs will be. They start you up your career ladder. By hard work, you will be able to climb up the career ladder to the highest position in your field. The highest rung on this enlisted career ladder is that of warrant officer, and all enlisted men have the opportunity to get a warrant officer's rating through competitive examinations. All enlisted men are also eligible for appointment to *Officers' Candidate School*, provided they can meet the requirements.

Prepare Now for Those Stripes

The Army will help you in many ways to get promotions, but you must first prove to your leaders that you deserve to be promoted. That means that you must work hard, study, and learn all you can about the job you are assigned before you go up the ladder to the next job.

Your normal training and duty will be a big help in this preparation, but if you feel you need further study and experience, perhaps your Troop Information and Education officer can help you. He will help you choose courses of study you need most and will prepare you to earn those stripes.

Your chances for promotion depend on vacancies that exist on an Army-wide basis, not on vacancies in your company or battalion. Your chances for selection are based on how your efficiency and military proficiency test score compare with other applicants.

For example, if there are 1,000 soldiers applying for promotion to sergeant first class (MOS—Heavy Weapons In-

fantry Leader, MOS Code 2812) and there are 600 vacancies, the 600 applicants with the highest scores will be promoted.

In other words, the Career Guidance Program is designed to improve the Army by getting the right man in the right job. At the same time, it helps you, the individual soldier, to be assigned in an occupational field where you will have the greatest chance of success.

Section V. THE ARMY SCHOOL SYSTEM

The Army operates one of the most extensive school systems in the world, so that its personnel may perform more efficiently. As a soldier, you may have the opportunity to attend some of these schools. In general, they include:

Troop and Service Schools

Troop schools. These are established by various military units such as battalions, regiments, groups, and divisions to train their own personnel. Usually, these schools are conducted during unit training periods and are used for the most part to train small groups of specialists, such as communications personnel and motor vehicle drivers. Often unit leaders are given troop school training and then returned to their units to teach others. This insures that training throughout the unit will be conducted in a uniform way.

Service schools. Each arm, such as the Infantry and the Artillery, and each service, such as the Quartermaster Corps and the Adjutant Generals Corps operate schools to give their members branch training. Courses at these schools are usually designed to produce specialists needed by units of that arm or service, and who cannot be trained in troop schools. Training is usually confined to the more complicated specialties, such as radar, fire control, gun, and motor mechanics, which require long periods of time and the use of many highly trained instructors. Units requiring these specialists are usually given quotas which allow them to send a certain

number of qualified men to these schools for this highly specialized type of training.

To enable its reserve component personnel to continue their military training at home, and to afford members of the active Army the opportunity to prepare themselves in their spare time for promotion, each service school also conducts a series of extension or home study courses. You will be particularly interested in knowing that completion of the "10 Series" of extension courses in your basic branch will help you qualify for a commission as a 2d lieutenant in the Organized Reserve Corps. The procedure for enrolling is explained in AR 350-300.

Ask your company commander to explain various other advantages of extension course study and what opportunities you may have to attend a course at a service school.

Officer Candidate Schools

The Army is conducting these schools both for men and for women. These schools train enlisted personnel for duty as commissioned officers. Graduates are normally commissioned in the Organized Reserve Corps, but a few distinguished graduates receive Regular Army commissions. Any enlisted person can attend one of these schools provided he meets certain requirements. The Department of the Army from time to time publishes these requirements and the procedure for applying. If you are interested, ask your first sergeant or your unit personnel officer to obtain the necessary information for you.

The United States Military Academy

From this school—more popularly known as "West Point" because it is located at West Point, New York—have come many of the Nation's greatest military leaders. The requirements are strict, but if you can meet them, you are eligible for either a Congressional or a Presidential appointment.

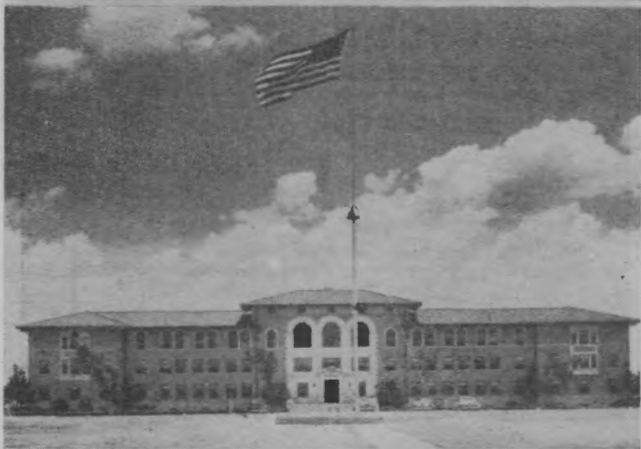
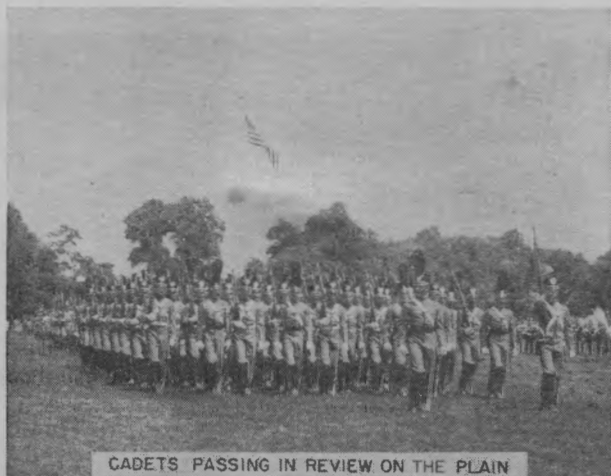


Figure 32. Headquarters of typical Army schools.



CADETS PASSING IN REVIEW ON THE PLAIN



THE CADET CHAPEL AND THE PLAIN

Figure 33. Scenes at West Point.

To assist you to prepare for its entrance examinations a preparatory school has been established at Stewart Air Force Base, near West Point. Special regulations and annual circulars explain the requirements for attending the Military Academy, and for assignment to its preparatory school. Ask your unit personnel officer to obtain these regulations for you if you are interested.

Troop Information and Education

The Army makes an earnest effort to keep its soldiers informed on matters that concern them as citizens and soldiers. There is a good military reason for doing so. All people like to know what's going on in the world, and how their own jobs contribute to the bigger job of their community and Nation. Like other Americans, our soldiers usually perform their duties more intelligently when they know the direct and indirect purposes of those duties. You will find that most of your military training is designed to teach you *what* to do and *how* to do it. You have to know these things in order to do your job properly. But the Army believes also in telling you *why*, and makes an effort to do so in that part of your training called troop information.

The formal, or duty-time part of troop information is called the command conference. In your unit's command conferences you receive information on national and international subjects, on broad military problems and developments, and on important local matters that your commander wants to be sure you understand. You will also find that your commander will frequently assemble your unit to talk informally about various matters that need to be explained. His purpose is to give you the facts that will help you and your unit do a better job on the Army team.

Your unit may publish its own newspaper or magazine containing news and other useful information that you don't often find in the commercial newspapers. In overseas commands, which cannot be readily served by the newspaper and

radio facilities we are accustomed to in the United States, the Army publishes daily newspapers and operates extensive radio networks in an effort to provide you with up-to-the-minute news and general information. Daily news bulletins even reach front-line soldiers during combat.

At home and overseas, your post or unit maintains a troop information center where you will find news exhibits, maps, news magazines, newspapers, and books. The center is maintained to help you keep up with world, national, and local affairs that are of interest and importance to you.

Closely associated with troop information is the *Army Education Program*, which provides many kinds of opportunities for you to improve your educational standing while in the Army. It's important to understand why the Army maintains an education program. Is it simply because Americans regard education so highly that they want our soldiers to be able to continue their schooling while on active duty? That's one of the reasons. But there's also a sound military reason. Long experience shows that a good educational background helps a man in learning and mastering the many skills a soldier needs. Consequently, soldiers are encouraged to improve their education because that's one way of making our Army more efficient and capable. Besides the military value to the Army, these educational opportunities benefit you personally—for example, thousands of soldiers have qualified for high school diplomas, or become qualified for Army promotion, by their studies in the Army Education Program.

The Troop Information and Education officer of your post or unit will see that you get the necessary help and advice about the educational activities open to you. Even if you have made no particular plans for improving your education, it is a good idea to inquire about the program; all these activities of the Troop Information and Education Program are made available to you because the Army believes that an educated and well informed soldier is likely to be a better soldier.

Section VI. YOUR LEISURE TIME ACTIVITIES

Through its training program, the Army pretty well arranges what you'll do with each day. But it still leaves you a certain amount of time for your own. This it does because your body and mind need the relaxing effect of sports and other leisure activities to keep you "on your toes" during training hours.

Both on and off post, the Army conducts a number of different leisure time activities. You don't have to attend any of these. You're free to seek other outlets for your free time, in town or on the post. The Army simply wants you to do something with your time that you'll enjoy doing. Its various facilities and programs have been developed primarily with you in mind. They are the result of years of experience in arranging activities that soldiers like, and you'll do a lot better to investigate these programs before looking further afield:

To help you make a start toward picking an activity you'd like, it might be well to outline briefly what some of these various facilities and programs are.

Sports

The Army offers four types of sports programs: instructional, intramural, interorganizational, and self-organized. Its chief aim is to provide opportunities for full participation by all men, regardless of their individual skill. If you have never played basketball, for instance, you'll find a program arranged to teach you. Then as you acquire more skill you'll find other programs that will enable you to pit your skill against others in the same class as yourself. Should your interest develop beyond that, you can join regimental, divisional, post, and off-post teams. You can even participate in Army-wide tournaments and travel widely.

Army sports include badminton, baseball, basketball, boxing, football, horseshoes, softball, tennis, track, and wrestling.

Excellent facilities for each sport are maintained at your post. If you wish to train by yourself you'll find the post gymnasium convenient and well fitted with all kinds of equipment—horizontal and parallel bars, bar bells, wall weights, punching bags, basketball and handball courts, as well as boxing gloves, baseball, tennis, and other equipment. Make good use of your gymnasium. Physical exercise will make you feel better and it will help you in your training.

Day Rooms

The day room is your club room. In it you'll usually find ping-pong tables, pool tables, writing desks, reading lamps, and lounge chairs. It is usually well stocked, too, with the latest magazines, newspapers, and books. The money your unit gets from post exchange profits keeps it up. Look upon your day room as you would your living room at home; a place for you to relax—a place for you to read, write letters, listen to the radio, or just "take it easy."

Service Clubs

Most of the Army's organized program of social activities takes place at or in connection with its local service clubs. These service clubs are located both on post and in town. They are larger and more completely furnished than day rooms and designed primarily to give you an attractive place to eat, dance, entertain your civilian friends, and participate in a large number of different social-type activities—such as ping-pong and pool tournaments, card games, special shows, concerts, and group singing. Some special service clubs also have organized regular study groups and some even have special classes in dancing.

Libraries

Wherever you may be stationed, you'll find Army library facilities available for your use. These libraries are operated

by trained librarians, who will help you find whatever you need in the way of reading material. They are stocked with books and magazines of all types, those that are light and entertaining, and others that can be useful in furthering your education or helpful in working Army extension courses. Outposts in isolated areas are serviced by book-mobiles and traveling libraries. You'll find most post libraries have comfortable, well-lighted reading rooms, and are excellent places to spend many leisure hours.

Hobby Shops

For men with established hobbies, or those who would like to learn, Army posts usually have one or more hobby shops. Normally, these are equipped with dark rooms, printers, and tanks for photography; power tools for working with wood, plastics, and certain types of metals; and sets of hand tools for other handicraft work. Trained personnel are usually on hand to get you started in the hobby of your choice, or help you with special problems. Developing a hobby will add a great deal of interest to your Army career, and may pay you sizable dividends in later life.

Post Movies

These are probably the most popular of all leisure time activities. They are operated by the Army and Air Force Motion Picture Service to let soldiers see the very latest commercial films at about half the price of seeing them in town. On posts, you'll find at least one post theater located within walking distance of your barracks. Where there is more than one, you'll usually find different pictures at each. You'll find theater schedules and a list of the pictures being shown posted on your bulletin board.

The Exchange

This is your local general store. Here you can buy candy, tobacco, toilet articles, and other necessities you can't get

from your supply room. The exchange—more popularly known as the PX—is operated by the Army and Air Force Exchange Service to provide you with commercial-type items you might otherwise have to go to town to buy. Also, since the exchange is operated on a very small profit margin, its prices are usually lower than in town. Profits are used to buy athletic equipment, furniture and other materials for day rooms, and other items for your use. Most exchanges have branches located conveniently throughout the post. Many also offer such additional services as barber shops, tailor shops, shoe repair shops, gift shops, photography studios, watch repair shops, restaurants, and soda fountains.

Guest Houses

On most of its posts, the Army operates one or more guest houses to provide sleeping accommodations for members of your family or for other friends who may be visiting you. Rooms are clean, comfortable, and are available for a small billeting fee. Professional managers have charge of these guest houses, and they do everything they can to make visitors comfortable. They usually ask, however, that you make reservations a week or so in advance to enable them to plan their work and give better service.

CHAPTER 6

MILITARY SCIENCE

Section I. YOUR MILITARY EDUCATION

The Battle Is the Pay-Off

And now we must consider those things that you must learn to know your job as a soldier in the United States Army. The American soldier is the best equipped in the world and no expense is spared to provide the finest in fighting equipment. The equipment which you will use requires a high degree of technical skill and you will be thoroughly trained in its use.

However, there are other things—basic subjects in the school of the soldier, that you must know and these are what we will speak of in this chapter. Keep in mind throughout your military career that the whole purpose of an army is to have a force which can defeat an enemy in combat. The peacetime work of the Army is important, but the end of all training is to be able to defeat the enemy on the field of battle.

Your Training Library

To help you learn your job, the Army has prepared a large number of training publications. The most important of these are field manuals and technical manuals. Individual field manuals and technical manuals are identified by "FM" or "TM" followed by a "series number" and another number and descriptive title. Thus, this book is FM 21-13, The Soldier's Guide. It is publication number "13" in the "21 series." The series number indicates the general subject

matter of all manuals in that series. Some of the series of most interest to you are—

<i>Series No.</i>	<i>Title</i>
3.....	Chemical.
5.....	Engineers.
6.....	Field Artillery.
7.....	Infantry.
8.....	Medical.
9.....	Ordnance.
10.....	Quartermaster.
11.....	Signal.
12.....	Adjutant General.
14.....	Finance.
17.....	Armor.
19.....	Military Police.
21.....	Individual Soldier.
22.....	Leadership, Courtesy, and Drill.
23.....	Basic Weapons.
26.....	Interior Guard Duty.
30.....	Military Intelligence.
44.....	Antiaircraft Artillery.
55.....	Transportation.
57.....	Airborne.

You will find some manuals in the series of your branch of service and some of the 21 series in your day room or orderly room. A wide selection is available at the post library. A complete listing of all field manuals and technical manuals is to be found in two Special Regulations—SR 310-20-3 and SR 310-20-4 (these are in your orderly room).

The Science of the Soldier

In your basic training you will receive instruction in a wide variety of subjects. Each subject is important. You cannot say, for example, that a thorough knowledge of your personal weapon is more important than map reading. Or that map reading is more important than to know how to properly construct a foxhole. To use a phrase you will often hear in the Army, "it all depends upon the situation."

Since there's no telling just what you may come up against, your military training is designed to teach you to do the right

thing instinctively. You will find that instruction in the different phases of military science is constant; and that the same subjects are given over and over again. This is done for only two reasons. One is so that you can do your job as part of a team. The other is to save your life.

Section II. DRILL

Why Drill

During the first days of basic training the question is frequently asked, "Why do we need drill and ceremonies?" The answer is that there can be no orderly movement of men or units without a precise and united effort. We have ample evidence of this truth in civilian life. For example, let us take the drill of a high school or college football team. Remember how the coach worked out the plays—on a diagram first and later in practice. The men practiced them in every detail by running each play over and over. Each man had a certain part to play. When the quarterback called the signals, each man did exactly what he had been told to do. If one man failed, the play went to pieces.

So it is with a soldier. He is part of a team that works smoothly when every man plays his part. The same situation existed when the quarterback called the signals in football. In the Army a man knows what to do in response to a command. He knows what his friends are going to do as he plays his part. His confidence in them grows until, in the end, he feels as sure of them as he does of himself. The final result is teamwork.

In the Army we help attain this teamwork through the medium of drills and ceremonies. Let us see how each contributes to training.

Drill consists of certain movements by which the squad, platoon, or company is moved in an orderly manner from one formation to another or from one place to another. These movements are executed with order and precision. Each man in the squad does his part exactly as he has been

told, or confusion results. This means that each member of the squad is trained to do his part with exactness so that on command the squad moves instantly, smartly, and smoothly. In brief, the men are trained to stand, step off, march, halt, and handle the rifle smoothly and together with the rest of the squad.

Drill training starts the day a man enters the Army. In the beginning he is taught the movements of his feet and arms used in marching, halting, and handling his rifle. He is trained in all these exercises until he reaches the point where he does them smartly and automatically in response to a command. Then he is placed in a squad and trained to do all these movements together with other men. Next his squad is placed with other squads into the platoon, where he learns other movements. Finally, companies, battalions, and regiments are drilling smartly and with precision. The result is unified action—teamwork.

Ceremonies consist of formations and movements in which large numbers of troops take part. They execute movements together at the word of a command, very much as in the drill we have considered. The colors and standards, and the martial music of ceremonies add a touch of color to military life. A soldier may ask the question, "How does all this contribute to my training?" To begin with, it involves unified action—teamwork—whether it be standing at attention in ranks, making your rifle click as one with 1,000 others, or marching as one part of a well-regulated machine. All of you are at your best. Your organization is out to make a showing for itself. In many respects, it is like the signal to start the home-coming football game. The whole setting—the music, the colors, the movements—all these inspire the men to take part in the ceremony with pride in themselves and their organization. This pride finds expression in perfect response to command.

Finally, we all get a certain amount of pleasure from doing anything in a joint effort with others. A military ceremony provides the same reaction. When our company goes

through a successful parade or review, we go back to the barracks feeling proud of ourselves and our company.

Section III. INSPECTIONS

Why Do We Have Inspections?

From long experience, the Army has found that some soldiers, if allowed to, will become careless and lax in the performance of minor housekeeping duties in their unit. They become accustomed to conditions in their immediate surroundings, and overlook minor deficiencies. They may fall below the Army standard of performance. Someone else will notice these deficiencies immediately.

Your commanding officer will order inspections to see that you have all the equipment and clothing issued to you, and that these items are in proper condition. Inspections serve this practical purpose; they are not intended to harass you. If you fail to maintain your equipment as it should be, you will be punished or "gigged." You will agree, if you are honest with yourself, that inspections are the only way the Army has to be sure that all the men observe the small matters which become important in a large group.

What do inspections accomplish? By means of regular inspections, your commanding officer can determine whether—

Individual and organizational equipment is being properly maintained.

Uniformity of appearance and performance is being carried out in your outfit.

The functioning of your outfit comes up to the high standards of the Army.

All individual and organizational equipment is on hand.

The individuals and teams within the outfit are capable of performing their duties so that the organization as a whole can be depended upon to do its job.

Inspections are important. Smart appearance, efficient performance, and excellent maintenance are important considerations that affect you directly. They are the earmarks of a good organization. It is a pleasure to be a member of such a unit. You and your comrades will take pride in your accomplishments—and continuously strive to improve. Your commanding officer knows this and will do everything he can to help you by giving instructions and advice during and after his inspections.

Types of Inspections

Inspection in ranks and quarters. For this type of inspection, the company is formed near the barracks and ranks are opened. The inspecting officer examines each soldier individually (fig. 34), noticing his general appearance and the condition of his clothing and equipment. He will especially notice men who need haircuts, shaves, and shoe shines. After the inspection in ranks, the company will usually be dismissed and instructed to stand by their bunks for inspection of quarters. The inspection officer examines each soldier's bed, footlocker, extra clothing, and equipment at this time (fig. 35).

Full field inspection. The company is usually formed at open ranks in or near an area large enough to accommodate it for pitching shelter tents. Each soldier will have his pack and other field equipment on his person. The inspecting officer examines each soldier individually (fig. 36), noticing his general appearance and the condition of his clothing and equipment. After the inspection in ranks, the company is formed for pitching shelter tents. Equipment is displayed by each individual soldier; each man stands by his tent (fig. 37), ready to answer any questions asked by the inspecting officer. The inspecting officer will look especially to see if the equipment is complete and in good condition.



Figure 34. Inspection in ranks.



Figure 35. Inspection in quarters.



Figure 36. Full field inspection in ranks.

Showdown inspections. This type of inspection is usually unannounced and requires no preparation. It is usually held in quarters. It is often used to determine the condition in which individuals are keeping their equipment without special preparation as well as how much and what equipment each has in his possession.

Training inspections. If your commanding officer or higher headquarters wishes to determine the state of train-

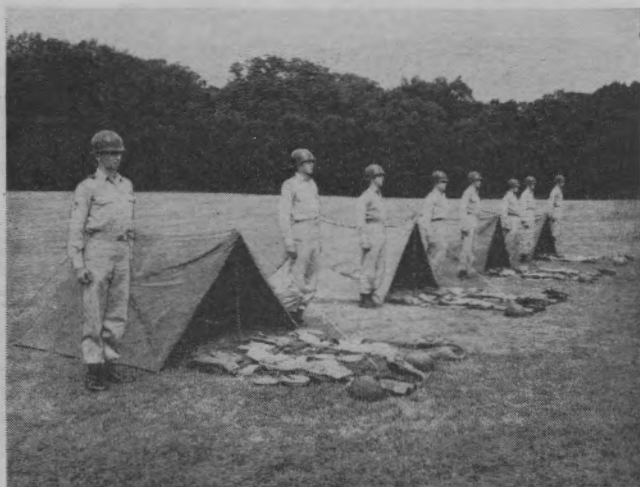


Figure 37. Full field inspection with equipment displayed.

ing of your outfit, a training inspection may be held. This type of inspection is designed primarily to test the performance of the organization and its parts. The sections of your organization will usually be instructed to assume battle formations and occupy battle positions in the field. The inspecting officer will observe the procedure and notice errors, omissions, and variations from approved practice in the performance of your organization. He will give instructions and advice intended to improve the performance of your outfit in future exercises or combat.

Technical inspections. This type of inspection usually is made by technically qualified personnel. It is designed to determine the condition of individual equipment, such as rifles, and of organizational equipment, such as motor vehicles, guns, and ammunition. The inspectors will make complicated mechanical and performance tests. These tests are usually beyond the capabilities or authority of unit personnel



Figure 38. Display of equipment.

and are designed to detect obscure faults in your equipment. The inspector will recommend necessary corrective action to insure against the possible failure of equipment when it is critically needed.

Display of Equipment and Clothing

Full field equipment. When you are instructed to display full field equipment, arrange it as shown in figure 38. When it is displayed with shelter tents pitched, place the display in front of your tent as shown in figure 37.

Your footlocker. When preparing for inspection in quarters, arrange your footlocker as shown in figure 39.

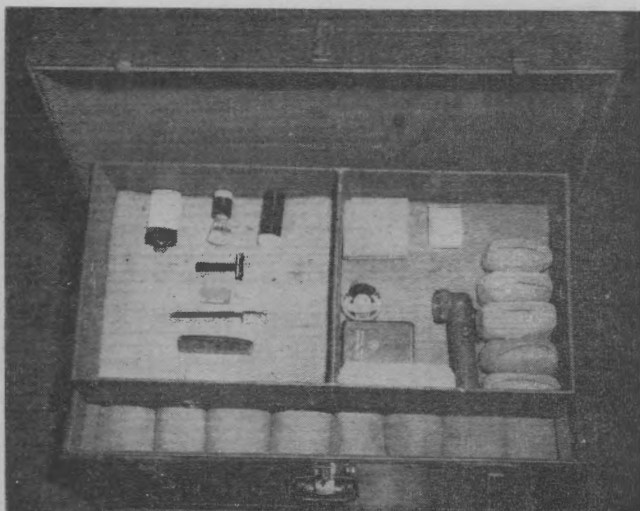


Figure 39. A footlocker arranged for inspection showing the location of clothing and toilet articles.

Only clean clothing should be kept in your footlocker since dirty clothing tends to soil your clean clothing. The lower part of the footlocker is used for items such as underwear, towels, trousers, and shirts. The tray is used for smaller articles such as shaving equipment, handkerchiefs, socks, and personal items. The contents of the footlocker are kept neatly arranged.

Arrangement of clothing. It is good for your clothing to be hung on clothes hangers. It allows the clothes to air and helps to eliminate or prevent wrinkles. To promote uniformity for inspections, like items are grouped. The longer articles such as your poncho and overcoat are hung at one end—progressively shorter items are placed thereafter (fig. 40).

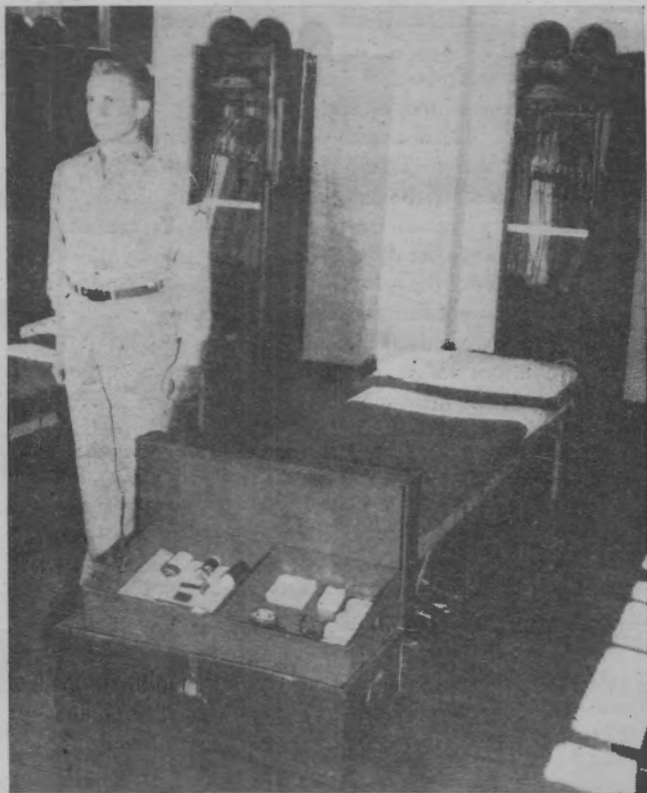


Figure 40. Ready for inspection in quarters.

Section IV. INTERIOR GUARD

Its Purpose Is Protection

In garrison and in the field, Government property must be protected. Order must be preserved. Police regulations must be enforced. Internal security must be provided. To carry out these duties is the responsibility of the interior guard.

Composition of the Guard

The size of the guard, the areas it is to tour, and its special orders are determined by the commanding officer of your camp or unit. He also prescribes the uniform, equipment, and tours of duty. The guard itself is under the supervision of the officer of the day.

The personnel of an interior guard usually consists of—

An officer of the day.

An officer of the guard.

A sergeant of the guard.

Three corporals of the guard.

Buglers of the guard (usually one).

Privates of the guard (as many as prescribed).

You Start as a Private of the Guard

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

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

Each guard is divided into three parts called *reliefs*. A relief consists of a corporal and enough sentinels to man all posts of the guard at one time. The posts are numbered, and each sentinel takes charge of one of them. Each relief serves for 2 hours and then rests for 4 hours while the two other reliefs are serving.

While you are on guard but not on post, do not remove your clothing or equipment, or leave the immediate vicinity of the guardhouse without permission of the sergeant, who is commander of the guard. An emergency might arise which would require your presence at once.

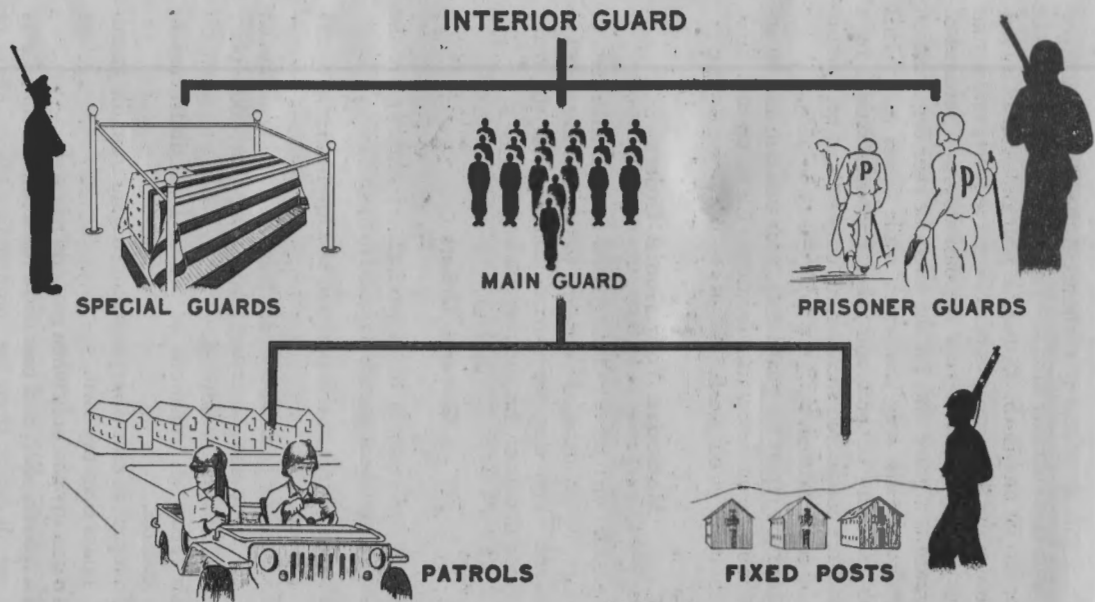


Figure. 41. Organization of the interior guard.

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

Before you report for guard duty, your uniform and equipment must be in first-class condition. Clean up and shine up before you go on guard.

Memorize Your Guard Orders

There are two types of orders: general and special orders.

Before you are detailed for guard you will be instructed in procedure. You may familiarize yourself with the many prescribed details of this duty by reading FM 26-5.

General Orders

General orders apply to all sentinels. 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



Figure 42. "Challenge all persons on or near my post"

the day, and officers and noncommissioned officers of the guard only.

7. To talk to no one except in line of duty.
8. To give the alarm in case of fire or disorder.
9. To call the corporal of the guard in any case not covered by instructions.
10. To salute all officers and all colors and standards not cased.
11. To be especially watchful at night and, during the time for challenging, to challenge all persons on or near my post, and to allow no one to pass without proper authority.

Special Orders

Special orders apply to particular posts and duties. Special orders are posted in the guardhouse of guard tent for you to learn. Memorize the special orders pertaining to the post to which you are assigned before you go on duty.

Section V. PROTECT YOUR OWN HEALTH

Your body is one of your country's most valued military assets. Your physical self will receive more interest and care

than will any weapon. You belong to a group whose physical condition is most carefully guarded.

Do Your Part

Remember—this is *group* protection. The Army can go just so far. Your personal health and welfare still depend upon your own good care and good sense. The Army gives you periodic medical and dental examinations—but if you have a sore throat or a toothache, *you must take the first step* in correcting it by reporting it. The Army provides showers and foot-baths in your latrine—but it has to depend upon you to wash behind your own ears and to protect yourself against athlete's foot. It provides sound advice and efficient preventive medicine to keep you from contracting disease. It expects your own care and character to make them work.

Some basic rules and information about first aid which you should learn and remember appear later in this booklet. However, one of the physical aspects of your everyday life which you should consider now and toward which you should establish sensible attitudes is personal hygiene.

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

Sick call comes every day. Sick call is a formation held daily to enable you to receive medical examination and treatment quickly and conveniently when you need it. You do not have to wait to be told to report for this formation. When you feel that you should see a doctor, report at the appointed time to your first sergeant, who will enter your name on the sick report, or "sick book." Then you and the others on sick call will be sent to the dispensary for examina-

tion and minor treatments. Those needing further treatment will be admitted to the hospital; the rest will be returned to duty. In some cases those who are not sufficiently ill to be sent to the hospital may be confined to their quarters for rest.

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

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

Early Treatment Is Essential

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

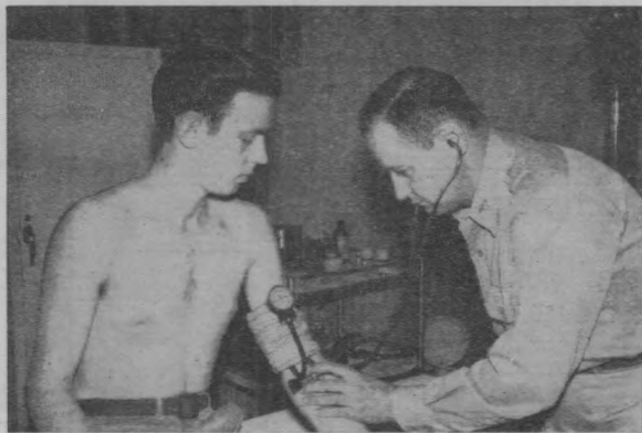


Figure 43. If you feel ill, report for sick call.

to your friends. Don't try to treat yourself. Nearly all medicines may be harmful in unskilled hands.

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



CHANGE WET CLOTHES



VENTILATE YOUR BARRACKS



CLOSE GARBAGE CANS



KEEP BARRACKS CLEAN



DON'T BORROW PERSONAL ITEMS

Figure 44. Good health habits.

Cleanliness Comes First

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

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

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

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

Report irritations. If you should get athlete's foot, lice, or have a continued itching on your body or head, report on sick call. These things can be cured quickly and easily by your Army doctor. If you have done your best to keep yourself clean, they will not be a discredit to you.

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

Exercise Makes You Fit

Most soldiers lead a physically rigorous life. Others, however, in administrative jobs or specialized crafts, find that they are subjected to more nerve strain than physical exertion. These men and women must remember that physical fitness can only be achieved through participation in physical exer-

cise, supplemented, of course, by sufficient rest, recreation, good food, and by other sensible health practices.

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

The specific individual requirements are—

Eliminate physical defects. Use the medical and dental facilities.

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

Rest and relax. Mental and emotional tensions use up a great deal of energy. Simply "let loose" of yourself for a few minutes each day, as if you were going to sleep. This will benefit you in great proportion to the time it takes.

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

Care for Your Teeth

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

Avoid Exposure

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

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

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

Drink plenty of water at intervals, but never when overheated.

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

Never borrow cups, pipes, cigarettes, or windblown musical instruments.

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

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

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

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

Keep your living quarters ventilated, particularly at night.

Take salt as directed to avoid fatigue and heat prostration.

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

First Aid Is of First Importance

You are in good health when you enter the Army. Everything from a balanced diet to competent medical care is provided to put you in even better shape. In rigorous training or in combat, however, there may be times when your very life will depend, not upon health, but upon your knowledge of first aid. No other part of your training is more important to you as an individual.

First aid consists of the temporary emergency measures which a soldier can carry out for himself or a companion in a case of sudden illness or accident before the services of a medical officer can be secured. Very often the only first aid necessary is to prevent further injury to the patient by well-meaning meddlers.

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

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



STOP BLEEDING



**PROTECT WOUND
FROM INFECTION**



**PREVENT OR
TREAT SHOCK**

Figure 45. The three life-saving steps in first aid.



CLOSED FRACTURE



OPEN FRACTURE

Figure 46. Rough handling can change a closed fracture into an open fracture.

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

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

Don't give liquids to an unconscious patient. Liquids may enter the windpipe and strangle a person who cannot control his own reflexes.

Don't give stimulants until directed to do so. In some cases they may be exactly the wrong thing.

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

Don't wash a wound. Let the medical officer sterilize the wound when he arrives.

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

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

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

—*then do these things*. The best things to do for an injured or ill person in most cases are the ones which common sense would direct.

Keep him warm. Cover him well and be sure that he has something under him to prevent chilling by contact with the ground. Warmth is most important in preventing shock, even on a warm day. If possible, fill canteens with hot water and place them between the legs and under the armpits—always outside the clothes, to avoid burning the patient.

Keep them calm. Act normally yourself, keep bystanders from crowding around, and assure the patient that medical aid is coming.

Loosen clothing to make breathing easy.

Stop bleeding by the best means available.

Get a medical officer or an enlisted man of the Medical Corps as quickly as possible.

The First Aid Packet

Among the items of your equipment is a first aid packet. Never open the airtight container until you are going to use the contents; it has been packed under pressure and you will not be able to restore the packet. You will be given detailed instruction in the use of the packet.

Read the Manuals

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



Figure 47. How to prevent or treat shock.



Figure 48. Contents of the first aid packet.

Section VI. PHYSICAL TRAINING

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

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

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

Army and may actually be responsible some day for saving your life or the lives of your friends.

The old saying about "a sound mind in a sound body" is as true today as it ever was. Your mind works best if your body is healthy. As the condition of your body improves under physical training, you will find that you can work longer and still remain mentally alert. You will feel more like doing things that require both mental and physical activity. You won't mind the hard jobs because you won't tire as easily. Your waistline will look trimmer; your chest expansion will be greater; and you will seldom be "out of wind." Small problems will be easier to solve, and the big ones won't look so big. Your self-confidence will increase, and you'll feel ready to tackle anything or anybody.

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

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

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

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

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

Team Sports

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

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

Section VII. COMMUNICATIONS

Why Are Communications Important?

You've heard the quarterback call the plays in football games. As he barks out the final signal, the whole team, working together, concentrates its power on a certain part of the enemy line and usually picks up some yardage—or a touchdown. The efforts of the whole team are coordinated by the quarterback's signals. He controls the actions of every member of the team.

This same type of control on a much larger scale is also vital to successful military operations. The commander

keeps himself fully informed of the progress of the battle, makes his wishes known to his men, and directs their attacks toward the enemy's weak points. He can take advantage of unforeseen successes or reinforce the line if some of his men are unable to advance. But he can do these things only if he knows what is happening, and he can *know* only if he has a good system of communication.

Napoleon Met His Waterloo

In the Waterloo campaign, Napoleon defeated the Prussians under Blucher at Ligny; he then threw his main force against the English under Wellington, leaving Grouchy to keep Blucher from joining Wellington. Grouchy was unable to hold Blucher, who slipped away to join Wellington at Waterloo. At 1 o'clock on the afternoon of the battle, Napoleon sent Grouchy an order to rejoin the main army immediately and to crush Bulow on the way. Bulow's corps was attacking the French right flank.

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

At Gettysburg, Lee's loss of communication with Stuart's cavalry left Lee without "The eyes of his army." As a result Lee did not know what the Federal forces were doing until the eve of the battle.

History is full of such examples.

Modern War

In battle today, the use of machine guns and high explosive projectiles has forced the infantry and artillery to spread out

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

The foot messenger is often too slow today. The smoke puff or flag signal can seldom be seen at the great distances over which our troops operate with modern weapons. The modern armed force is as dependent upon signal communication as it is upon food, clothing, or transportation. An army without signal communication would be a confused, isolated mass of men and machinery, without direction or coordination. It would be at the mercy of an enemy who had good communications.

Messengers

The basic messenger in the ground forces is still the runner. He travels on foot. He is relatively slow, but he is reliable, and the enemy's chances of intercepting the message are poor. To increase speed and to enable the messenger to cover long distances, messengers are also mounted in motor vehicles, airplanes, and even boats when necessary.

Carrier pigeons and war dogs have served the Army well during the past and have a definite place in modern warfare as messengers. The services of these animals are invaluable when other means of communication are not available.

Sound Signals

Sound is used as a means of communication, when the distance is not too great and when immediate communication with large numbers of personnel is necessary. The

bugle is probably the most familiar means of sound communication used in the Army. It was used on the battlefield in earlier days, but now is used chiefly in ceremonies. The whistle is often used to control troops who are out of voice range. The bell and siren are widely used as alarms for such emergencies as gas attacks and air raids.

Visual Signals

Variouly colored lights, flags, smokes, flares, and panels are widely used in modern warfare for signaling. Colored lights are used on all military aircraft and in controlling traffic on landing fields. The artillery fires colored smoke and white phosphorus shells to point out enemy locations. Panels are used widely for the identification of ground forces by air forces: vehicles operating with advanced columns generally carry colored panels to identify them to friendly fighter bombers.

Electrical Signals

The work horses of Army communication are the wire and radio nets. The telegraph was first used in the Civil War. The field telephone was extensively used for the first time during World War I. Radio was tried during World War I but was only moderately successful.

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

The telephone, the switchboard, and the teletype are the most used items of wire equipment (figs. 49 through 51).



Figure 49. The field telephone.



Figure 50. An Army switchboard.



Figure 51. An Army teletype.

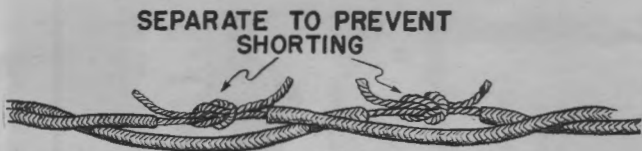


Figure 52. Hasty field wire splice.

Every soldier should avoid damaging or breaking wire lines. If you break a wire line, make a temporary repair as shown in figure 52.

A great many types of radios have been produced to meet the needs of the various branches of the Army. A few of the more commonly used types are shown in figures 53 through 56.

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



Figure 53. The "walkie talkie." Type of transmission—voice. Range—1 mile. Used by—infantry squads and platoons, and artillery forward observers.



Figure 54. A pack set. Type of transmission—voice. Range—3 miles. Used by—infantry companies, and tanks and anti-aircraft artillery with the infantry.



Figure 55. A vehicular-mounted set. Type of transmission—voice. Range—10 to 15 miles. Used by—principally the artillery for fire direction and control nets.



Figure 56. A long-range set. Type of transmission—voice, code, or radio teletype. Range—100 miles. (With special antenna this set can transmit and receive to or from any point in the world.) Used by—Army, corps, and certain division headquarters.

Section VIII. MAP AND AERIAL PHOTOGRAPH READING

Why Learn To Read a Map?

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

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

When you are on a patrol you and your detail are on your own. At times you may be entirely alone and a map will be your most trusted friend and guide. Reports from men in combat show that every man must know how to read and use a map if he wants to stay alive and keep his outfit safe.

A native of a place can tell us lots of things to help us, but we have to be able to speak his language. In that way, a map is no different from a native. We must learn to read and understand the language of a map. It is a simple and clear language. You will use it very often in the Army, many times when you are in a tight spot. If you learn to use it correctly, it won't let you down.

What Is a Map?

A map pictures a section of the earth's surface and the things men have built upon it. Instead of showing the landscape from ground level (fig. 57) as you ordinarily see things, the map gives a view from directly overhead (fig. 58).



Figure 57. View from ground level.

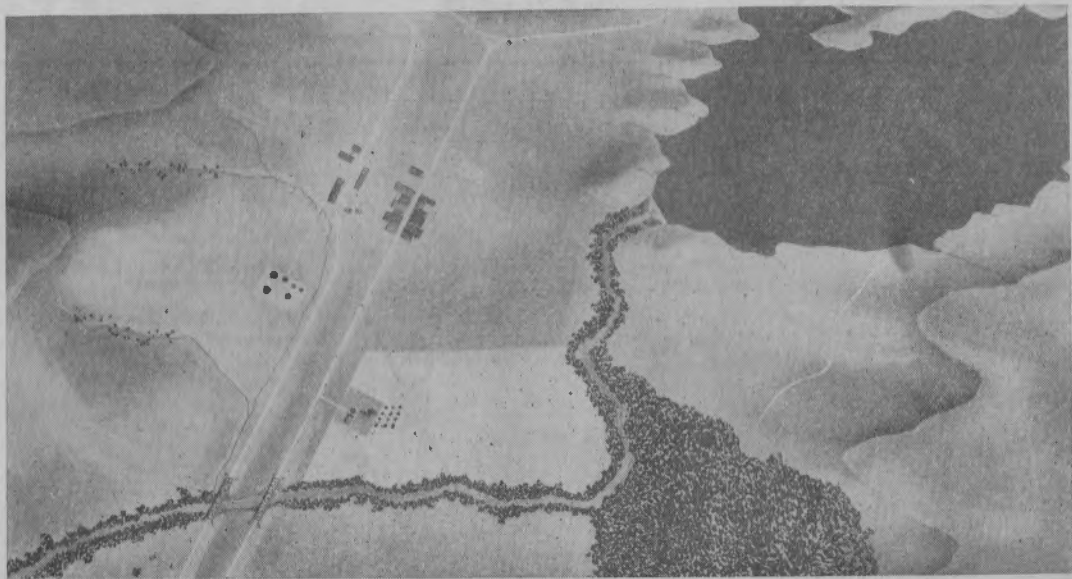


Figure 58: View from directly overhead.

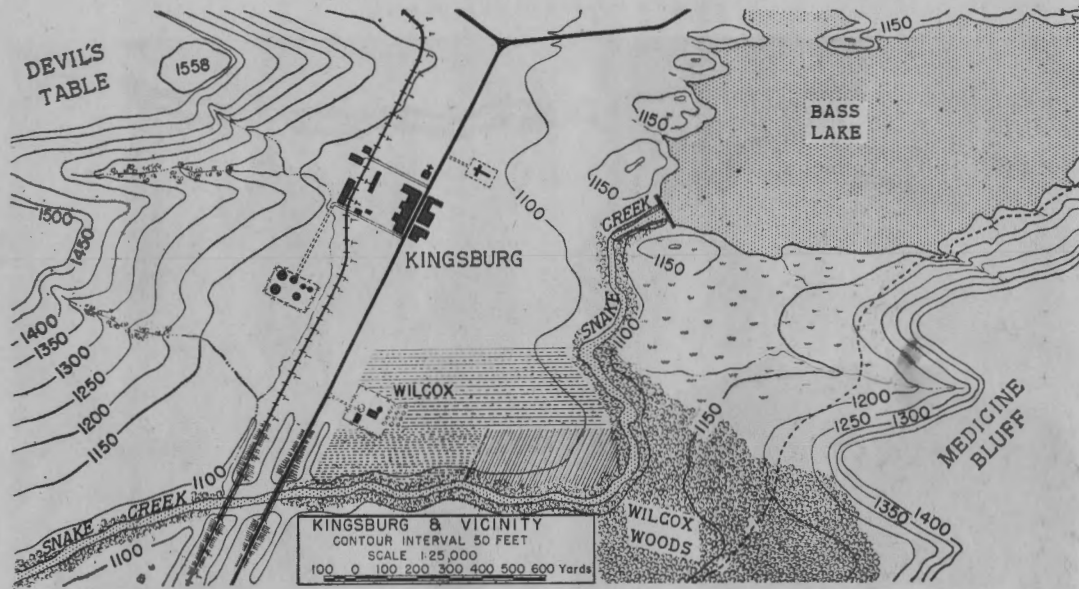


Figure 59. A map.

Remember that the map is a picture, but it is not a photograph. It is a drawing in ink on paper and makes use of symbols instead of photographs of objects. Figure 59 is a map of the foreground shown in figure 57.

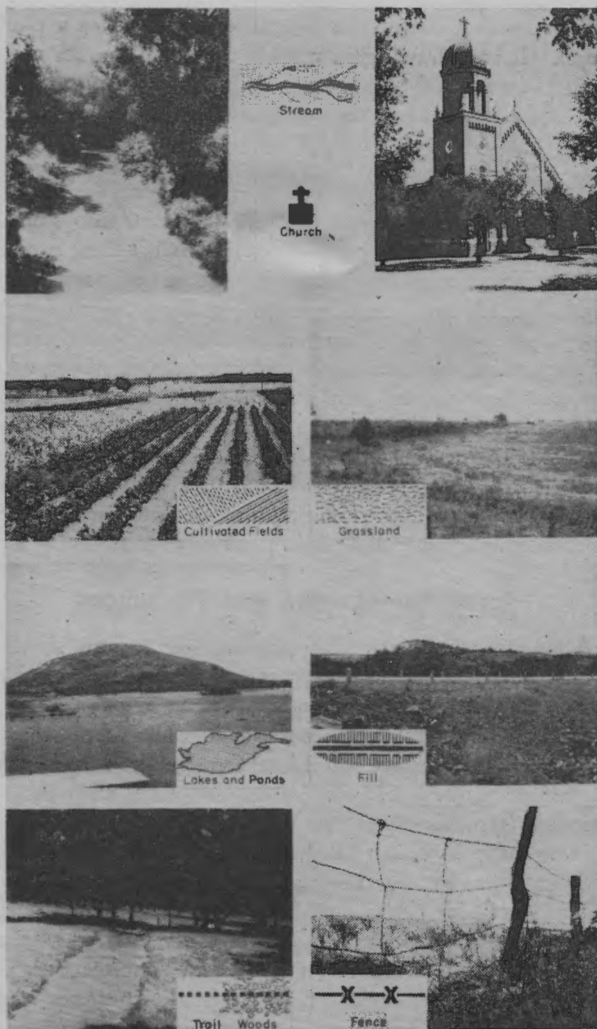
Symbols

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

Aerial Photographs and Photomaps

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

Your manuals. Maps and mapmaking are older than civilization, and the present-day art of making accurate maps is a complicated one indeed. In your training you probably won't be taught the complicated techniques which are used, but you will learn the meaning and use of grids, scales, contour lines, overlays, register marks, and azimuths. In addition to the two manuals on symbols which are men-

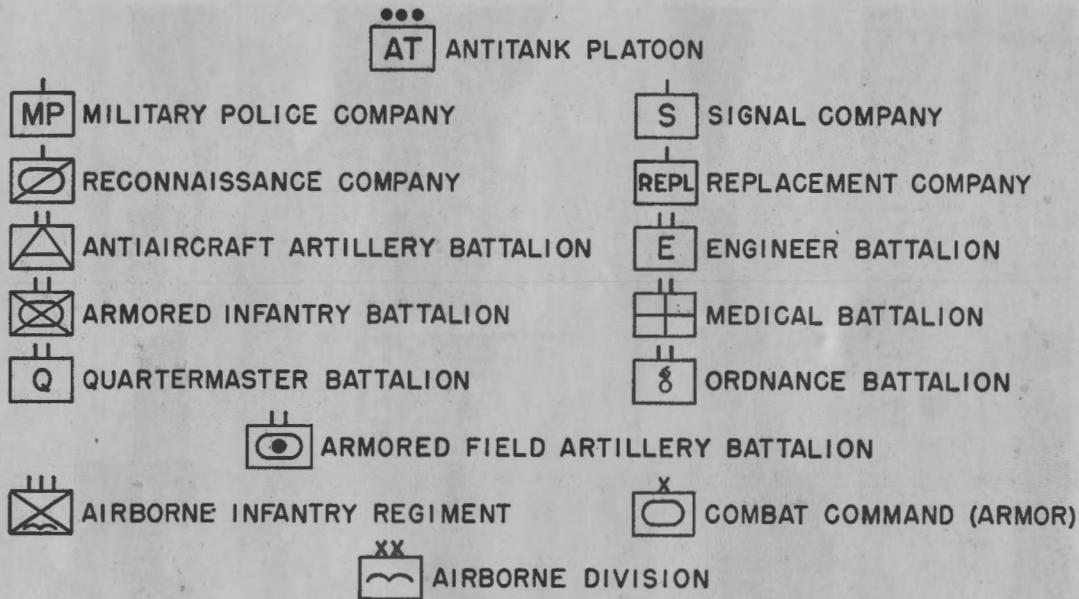


①

Figure 60. Signs and symbols.



③
 Figure 60—Continued.



③
Figure 60—Continued.

tioned above, the basic Army manuals on map and aerial photograph reading are FM 21-25, Elementary Map and Aerial Photograph Reading and FM 21-26, Advanced Map and Aerial Photograph Reading.

Section IX, MARCHING

How the Army Moves

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

Why Does the Army March?

About the first thing most people hear of military life is how difficult Army marches are. You may have heard marches ridiculed as a waste of time or as an unnecessary means of exhausting soldiers. Marches are engaged in because the necessary transport is more urgently needed in other tasks than moving troops; because the terrain prevents the use of motor transport, or because they assist in physical conditioning. To win a battle, troops must arrive on the battlefield at a certain time, in good physical condition, and ready to fight. Men who have fought wars will tell you that there is nothing they would have traded for the physical conditioning and hardening they received in training. Being able to march all day and fight all night is sometimes the margin between victory and defeat—between life and death.

You'll Be Trained to Travel

Don't worry about your first plane or ship ride in the Army. The Army has developed reliable methods to provide for your personal safety and comfort. You will receive thorough instruction in your duties and responsibilities before your outfit is loaded. Follow these instructions and you will enjoy your trip.

The foot march is a different type of movement, since each individual is solely responsible for his own transportation. You will find, therefore, that training in foot marches is emphasized during your basic training. Your manual on this subject is FM 21-18, "Foot Marches," but since this is such an important subject, it is treated in more detail below than some of the other subjects of military training mentioned in this part of this manual.

Marching Is a Scientific Way of Walking

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

Care of the Feet

The design of the foot provides a cushion for the body against the shock of walking. The actual shape of the foot has little to do with the ability to march; this is primarily determined by whether or not the feet hurt. To keep your feet from hurting on the march, attention must be paid to three things:

Your feet. They must be kept clean, dry, and all injuries must be promptly taken care of.

Wash them regularly with soap and water. It is sometimes impossible to find facilities for a full bath, but you can usually get a helmet full of water for a foot bath.

Dry thoroughly between the toes. Athlete's foot and other infections get their start in moist skin between the toes—stop those infections by thorough drying.

Trim nail straight across. This keeps the corners of the toenail from growing into the flesh.

Use foot powder—sprinkle it on the feet and between the toes. Foot powder helps keep the feet dry and thus reduces the chances of germ infection. If blisters have appeared on your feet, they should be painted with iodine and emptied by pricking them at the lower edge with a needle which has been passed through a flame (fig. 61). Do not remove the skin. The blister should then be covered with zinc oxide plaster which can be obtained at the dispensary or aid station. If you have corns, bunions, ingrowing toenails, or seriously skinned places on your feet, have your name put on the sick report and report to the dispensary or aid station for treatment.

Your socks. To check the fit of socks, stand with the weight evenly distributed on both feet. No tightness or fullness will show if the fit is correct. In a new sock allow three-eighths inch extra length for shrinkage. Socks that are too large wrinkle inside the shoe and rub your feet causing blisters and abrasions. Socks that are too small wear quickly and reduce the free circulation of blood in the foot. Change socks daily (or oftener if they become wet), because dirty socks are conductors of heat and let the warmth escape. Wash your socks regularly in luke-warm water (hot water will make them shrink).

Your shoes. Your shoes must fit properly. Break in new shoes or boots before wearing them on long marches. When your shoes are new, wear them at first only for short periods. If practicable, do not wear a pair of shoes on two successive days.



a. WASH THE BLISTER WITH SOAP AND WATER.



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



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



d. COVER WITH BAND-AID OR ADHESIVE PLASTER.

Figure 61. Care of blisters.

Getting Ready to March

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

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

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

See that you have at least two pairs of woolen socks without holes or mends. Choose shoes or boots that fit comfortably, are in good repair, and well broken-in. Never start a march with a new pair of shoes or boots.

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

Prepare and assemble your cargo and combat pack.

Packing. Your complete pack consists of two smaller packs; the upper is the *combat pack* and the lower is the *cargo pack*. There is no special position for most articles, but the pack should be filled carefully to keep the pack compact. Soft items should be packed around hard or sharp objects to protect your back and to prevent such objects from damaging the pack itself:

In the morning. On the morning of the march turn out promptly at the first call for reveille. Perform your toilet. Assemble your pack and make any necessary adjustment to it. Eat your breakfast, and wash and pack your mess kit. After breakfast you will be allowed 10 or 15 minutes to

relieve yourself and complete your pack and roll. You may be detailed to help in packing the kitchen, filling the sink and latrines, and cleaning the camp area. Know your duties and do them promptly and quietly without confusion or noise. At assembly, fall in fully equipped for marching.

One of the indications of a well-trained organization is the absence of noise and confusion when starting a march. When you are close to the enemy it will be necessary to maintain quiet for your own protection. Even when you are making a practice march in peace, loud talking and shouting will disturb civilian communities or troops camped nearby who are trying to rest.

During the March

Drinking water. The drinking of water on a march is largely a matter of habit. Drink plentifully before you start the march, but after that drink sparingly. Don't drink at all for the first 3 or 4 hours of the march. After that, take only a few mouthfuls at the end of each hourly halt to wash out your throat and mouth. A small pebble or chewing gum carried in your mouth will keep your mouth moist and reduce your thirst. Try it. Drink only water that is approved by your commanding officer.

Eating. Eating sweets greatly increases thirst, and should be avoided. When food is carried, do not eat it until the proper time. Excessive perspiration causes your body to lose salts. This may result in fatigue and heat exhaustion. Eating common table salt or salt tablets helps to relieve this condition.

Halts. Halts are usually made at regular intervals. A halt of 15 minutes is usually made at the end of the first 45 minutes of marching. After the first halt, the column will usually halt for 10 minutes each hour.

Halts are for the purpose of permitting you to relieve yourself, adjust your equipment, inspect your feet and foot gear, and to rest. Attend to these things promptly. Do not wait until your outfit is ready to march again.

At halts, move quickly to the side of the road on which you have been marching, unless you are told to do otherwise. After you have adjusted your equipment, rest as much as possible during the remainder of the halt. Do not stand or wander about. If the ground is dry, remove your pack and stretch out at full length in as comfortable a position as possible. The next best way is to sit down using a tree, fence, or embankment as a back rest. Never sit or lie on wet ground. If you find it necessary to relieve yourself, dig a small pit and fill it immediately after use.

Sickness. If you become sick or unable to continue the march, do not fall out until you receive permission from an officer. After receiving permission, wait beside the road for the medical detachment, which marches at the rear of the column. If you fall out without permission, you are subject to arrest as a straggler by a police detachment which follows the column. Your outfit will take great pride in the fact that no one has had to fall out. If you have made the proper preparations with respect to your shoes and socks, and do not eat or drink too much, you will have no difficulties with the average march.

Appearance and conduct. Remember that civilians will judge your outfit and the whole Army by the conduct and appearance of you and your fellow soldiers. This is especially true when you are on the march. Avoid using profane or obscene language or making remarks to civilians. When you do this, you are not only proving that you are lacking in military discipline, but you are causing your organization to be considered poorly trained. This is unfair to the other men in your outfit.

Private property. Do not enter private property without permission; do not take fruit or vegetables from orchards and gardens. These are serious military offenses.

Military police. Military police are stationed at critical places to assist in troop movements. They wear a blue arm band with the letters MP in white. They know which roads are safe for you to march on and at what hours you

may use the roads. They are there to help and protect you, and their instructions and orders must be obeyed.

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

Section X. COMBAT TRAINING

The Fighting Man

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

You must learn to move quickly and quietly over various types of terrain by day and by night. In combat you may frequently be required to move close to or within the enemy's position. To do this, you must be highly skilled in moving silently and in taking advantage of cover and concealment. You must be able to find your way across strange terrain by using a map and compass. Your eyes must be trained to see in daylight and at night. You must develop patience. You must know what to look for and how to report it promptly and accurately. You must learn how to capture, how to kill, and how to stay alive. Learn your combat lesson so well that doing the right thing becomes habitual; then when

you go into combat you will perform automatically and correctly.

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

The Four F's of Fighting

You will find that there are four main steps that are followed in all types of offensive combat and these are followed whether performed by a squad or by several armies working together. These basic combat principles are sometimes called "the Four F's of Fighting": FIND 'EM, FIX 'EM, FIGHT 'EM, and FINISH 'EM!

Find 'Em!

You can't fight an enemy if you don't know where he is. When you are sent on reconnaissance, you will be expected to find out all you can about the enemy, where he is, what weapons he has, his strength in men and equipment, and where the strongest and weakest parts of his defenses are located. You want to know whether he is in woods, gullies, trenches, or in the open; whether he is on top of hills, astride roads, or behind streams, and what concealment your unit might use in attacking him. Your unit commander may already know part or even all of this information. He still needs reconnaissance to fill in or verify any information he has so he can plan the attack more efficiently and effectively. The better job of reconnaissance *you* do, the fewer lives and less time will be lost in taking your unit's objective.

Fix 'Em!

After you have found the enemy you have to *FIX 'EM*. You must keep him pinned down by your fire power so he

can't fire well-aimed shots at you. You *FIX 'EM* by blasting him with all available weapons, then, while part of your unit advances against the enemy's position, the rest of your unit keeps the enemy fixed by use of all available or necessary fire power.

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

Fight 'Em!

Your support fires are to soften the enemy up so you may *FIGHT 'EM*. While the enemy is fixed, your platoon crosses the line of departure, or "jumping-off place," and moves toward the assault position from which it will close with the enemy. When you are under fire or near the enemy, your unit moves in small groups, or by individuals, and tries as much as possible to keep all movements hidden from the enemy. You do this by taking advantage of hidden routes, ravines, clumps of trees, shaded places, and other aids to concealment, and by moving rapidly across open spaces. While moving up, you must be constantly on the alert against enemy resistance that must be wiped out as soon as possible to avoid delay in reaching your goal. Your unit's fire power, if massed quickly enough, can often beat down groups of enemy attackers. If it doesn't, you must use fire *and* maneuver—part of your unit fixes the enemy by fire power while the rest of your unit maneuvers toward the objective. If your leader wants supporting fire, he knows what weapons are supporting him, what their capabilities are, and how to get their fires on the target as soon as possible.

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

Finish 'Em!

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

After the objective has been taken and the enemy put out of action, your unit prepares to defend the new position against enemy counterattack and your unit leader reorganizes his team so you will be ready to act immediately on any further orders which you may receive.

Don't forget these four steps:

1. Find 'em with reconnaissance.
2. Fix 'em with fire power.
3. Fight 'em with fire power plus maneuver.
4. Finish 'em by putting them out of the fight for good.

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

Section XI. DEFENSE AGAINST ATOMIC, BIOLOGICAL, AND CHEMICAL ATTACK

ABC Destruction

Atomic, biological, and chemical warfare are fearsome to many because the "special weapons" which are used may cause the mass destruction of thousands. While these methods of warfare do not utilize ordinary weapons, they have not

changed the basic principles of war. We have developed excellent defensive measures to be used if an enemy attacks with these weapons and we are prepared to counter such attacks with similar weapons of our own.

Atomic Attack

You will receive training in both the offensive and defensive aspects of atomic warfare. The three major effects

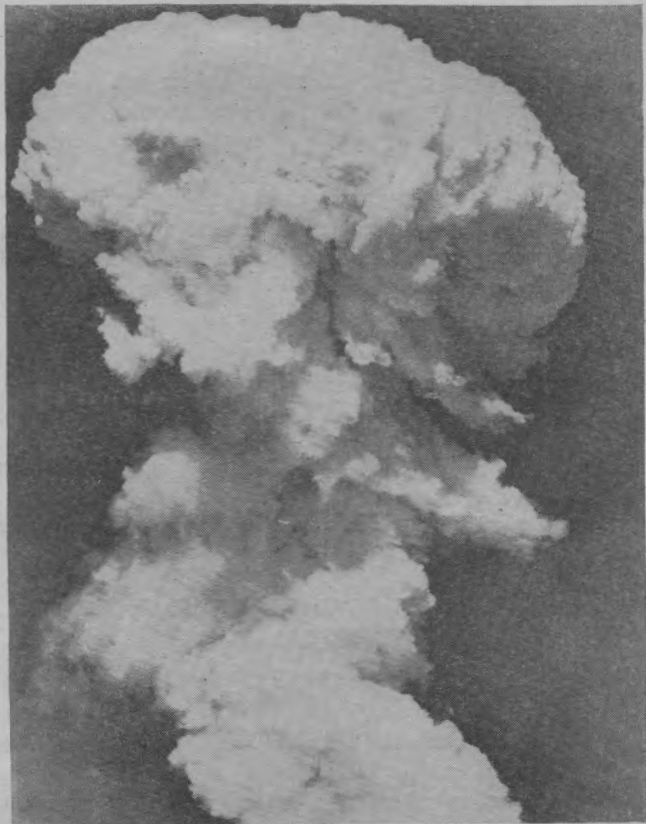


Figure 62. Atomic bomb air burst.

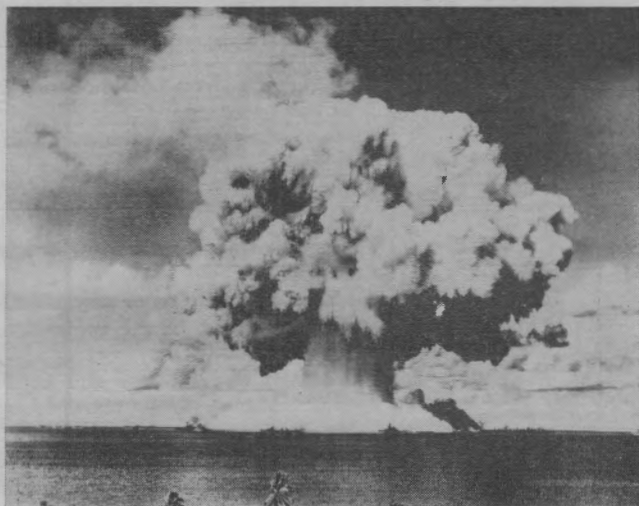


Figure 63. Atomic bomb underwater burst.

of an atomic explosion are blast, heat, and radiation. Blast and heat are the most dangerous to you. Defensive measures that you take to protect yourself from these two effects usually will go a long way toward protecting you from radiation. Table I shows the effects of an atom bomb air burst.

By testing and research we have learned the effects of atomic explosions and by taking the necessary precautions, we can not only live through an atomic explosion, but can fully exploit its use. Table II shows the individual action to be taken in the event of an atomic bomb air burst.

Biological Attack

An alert military organization, and you as an alert soldier, must be prepared for the possibility that the enemy might use disease organisms—germs or microbes—against man, animals, or crops. A biological attack might be made on the

*Table I.—Effects of an Atom Bomb Air Burst**

BLAST	SUDDEN SHOCK	Shock pressure from burst not enough to kill. Flying debris causes almost all injuries.
HEAT	1. "FLASH" HEAT (first few seconds) 2. FIRES	Burns on exposed skin occur out to two miles. Light-colored clothes or any shielding substance afford protection. Keep your shirt on. Flash heat starts forest and brush fires. Many fires started by stoves, short-circuits, etc. Broken power lines on ships start electrical fires. (Fight these fires in normal manner.)
NUCLEAR RADIATION	1. "FLASH" RADIATION	50% of radiation occurs in the first second, 80% in first 10 seconds, all in first 90 seconds. Fall or dive fast to place as much material as possible between you and blast. In most cases if you are not wounded or burned, you need not worry about radiation.
	2. LINGERING RADIATION (from deposited bomb material)	So small it is not a hazard. Disregard it.

*Bombs will probably be exploded high in the air. Surface or subsurface bursts may reduce blast and heat effects and increase lingering radiation. (This is serious but can be handled by proper care. Most ships or vehicles can avoid by maneuvering.)

Table II. Individual Action—Atomic Bomb Air Burst

BEFORE BURST

If Air Raid Alert or General Quarters is sounded, TAKE PRESCRIBED ACTION. The best defense against an "A" bomb is the same as against HE bombs.

DURING AND AFTER BURST

- | | |
|-------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p>1. Take cover, unless under other attack, and stay for 10 seconds after explosion or until heavy debris has stopped falling.</p> | <p>Underground shelters, ships, basements, and slit trenches give good protection. Lie close to wall out of line from possible flying debris. Keep head covered and avoid exposure of bare skin. Never stand in open. Fall flat if no protection is available.</p> |
|-------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

IF AT DUTY STATION	2. RESUME DUTIES, if able	The war won't be over. Get back to work and be ready for orders and instructions (usually General Quarters or Air Raid Alert instructions).
IF NOT AT DUTY STATION	3. HELP OTHERS	Thousands of lives can be saved by prompt aid. Help save lives by helping others. By the time the debris has stopped falling, there is no radiation hazard.
	4. REPORT TO DUTY STATION	Organization is necessary to reduce the effects of the bomb. Report to receive treatment if necessary, and to work to help over-all situation.
	5. DON'T PANIC and DON'T SPREAD RUMORS	Rushing aimlessly about will hinder rescue and damage control. Keep your experience to yourself and don't enlarge on what you hear from others.

REMEMBER—THE LARGE CASUALTIES IN JAPAN RESULTED FROM FAILURE TO PROVIDE AIR RAID WARNING AND FROM LACK OF ORGANIZATION.

fighting front, or against the home front; it might occur after the start of a war, or as a sneak attack before hostilities. The germs might be spread by military type weapons, or by sabotage. The Army is ready with plans and a trained organization to detect any such enemy move and to protect military and civilian personnel against its consequences.

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

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

Enemy aircraft dropping unidentified material or spraying unknown substances.

Smokes and mists of unknown nature.

Unidentified jelly-like substances on the ground or on vegetation; unexplained glass bottles or breakable containers lying around.

Unusual numbers of sick or dead animals, such as rats, dogs, or livestock.

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

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

well as effective insecticides, are some of the many Army facilities provided for disease prevention.

Chemical Attack

Very practical defenses against chemical attack have been developed by the United States Army. These defense measures are easily learned by the individual soldier. Your training in this subject will make you familiar with this type of attack; at the same time, you will gain self-assurance in your ability to defend yourself. You need not fear chemical agents once you have learned how to use the gas mask and other protective equipment furnished you by the Army.

You will be taught self-protective measures during a series of actual situations in which actual gases are used. You will be taught to perform your assigned combat mission even though you are being subjected to chemical attack. A CBR (Chemical-Biological-Radiological) officer is appointed in every organization; he is assisted by CBR non-commissioned officers. It is their job to see that you are properly trained, and that your protective equipment is in good working condition. They will hold drills from time to time to refresh your memory. Your basic manual on this subject is FM 21-40, "Defense Against Chemical Attack."

Section XII. YOUR WEAPONS

Your Weapons Are the Best

You are the best armed soldier in the world. Comparison of your arms with those of other countries proves that the manufacturing capacity of the United States has produced, and will continue to produce, weapons and machines that are better in almost all cases than those of any other country. Good soldiers with effective weapons make an unbeatable combination.

You Are Responsible

The weapons that are issued to you are the property of the United States. They are entrusted to your care for your

use during your service in the Army. Your officers and non-commissioned officers will show you how to handle and care for your arms. *You are responsible that they are cared for properly.* This is an important military duty. And proper performance of this duty may save your life.

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

Handle With Care

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

Never keep ammunition among your personal effects.

Turn it in to the supply sergeant where it will be safe.

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

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

Remember that carelessness with your weapons may cost your life or that of a friend.

What They Look Like

Research is constantly going on to develop new and better weapons. Some of our weapons are still on the "secret" list, so we can't tell you anything about them here. However, so that you will get some idea of the variety of weapons the Army uses, here are pictures of some weapons with just a little bit of information about them.

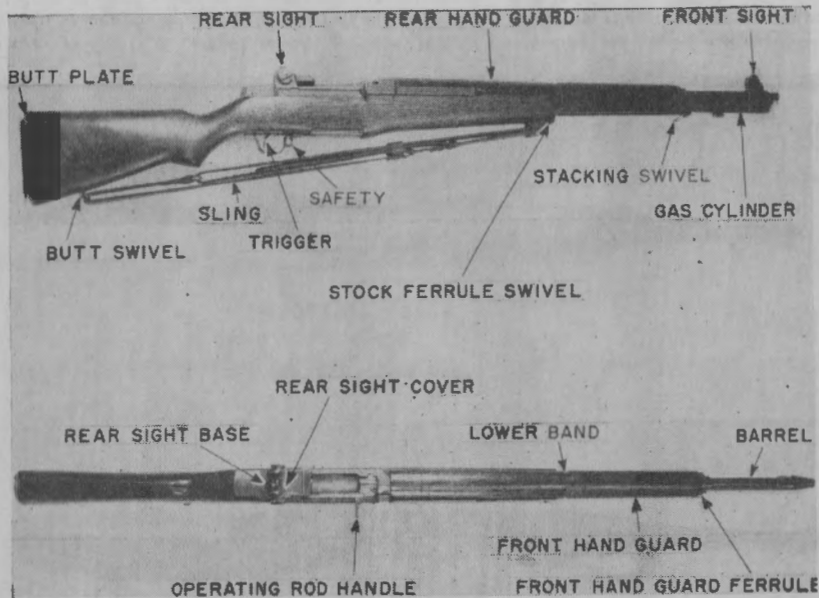


Figure 64. The U. S. rifle, caliber .30, M1. Weight—9.5 pounds (bayonet weighs one additional pound). Gas-operated, clip-fed, and air-cooled. Maximum range—3,500 yards.

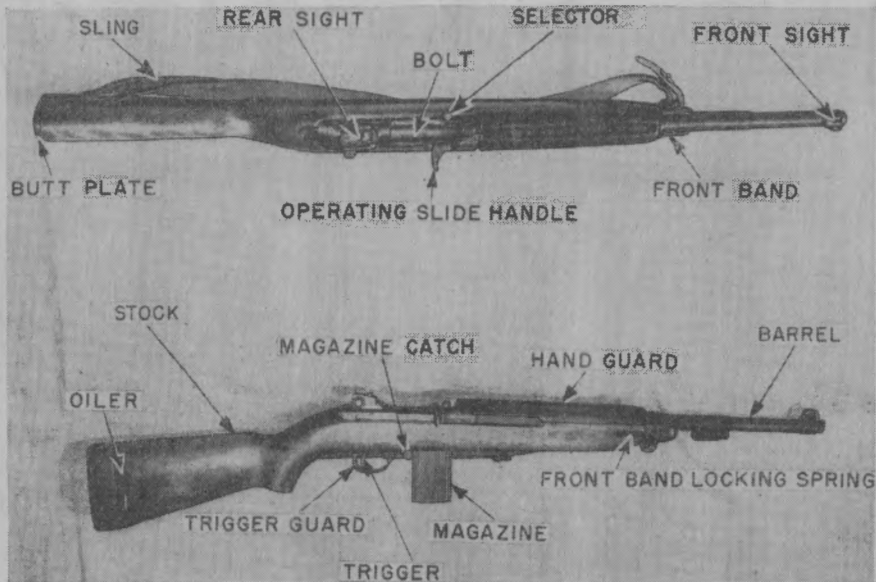


Figure 65. The U. S. carbine, caliber .30, M2. Weight (with sling and loaded magazine)—5.75 pounds. Gas-operated, box magazine-fed, and air-cooled. Maximum effective range—2,200 yards.



Figure 66. The automatic pistol, caliber .45. Weight (with magazine)—2.44 pounds. Recoil-operated, magazine-fed. Maximum effective range—1,640 yards.



Figure 67. The Browning automatic rifle, caliber .30, M1918A2. Weight—19.5 pounds. Range—3,500 yards. Maximum rate of fire—350 to 550 rounds per minute.



Figure 68. The submachine gun, caliber .45, M3A1. Weight—8 pounds. Range—1,700 yards. Rate of fire—450 rounds per minute.



Figure 69. The hand grenade. Weight—1¼ pounds. Effective killing radius—10 yards. Range thrown by hand—35 yards. Range projected by rifle—225 yards.



Figure 70. The rifle grenade. Weight—1¼ pounds. Range—365 yards. Effective killing radius—10 yards.



Figure 71. The Browning machine gun, caliber .30, M1919A6 (light). Weight—49.75 pounds. Range—3,500 yards. Maximum rate of fire—400 to 550 rounds per minute.



Figure 72. The Browning machine gun, caliber .50. Weight—128 pounds. Range—7,400 yards. Maximum rate of fire—400 to 600 rounds per minute.



Figure 73. The 57-mm. recoilless rifle, M18. Weight—45 pounds; weight with tripod—98 pounds. Weight of projectile—2¾ pounds. Range—4,340 yards.



Figure 74. The 75-mm. recoilless rifle, M20. Weight—115 pounds; weight with tripod—168 pounds. Weight of projectile—14 pounds. Range—7,200 yards.



Figure 75. The 2.36-inch rocket launcher, M18. Weight—10.3 pounds. Weight of projectile—3.4 pounds. Range—700 yards.



*Figure 76. The 3.5-inch rocket launcher, M20. Weight—15 pounds.
Weight of projectile—8.5 pounds. Range—960 yards.*



*Figure 77. The portable flame thrower, M2-2. Weight—68 to 72
pounds. Range—40 yards.*



Figure 78. The multiple gun motor carriage, M16, .50 caliber machine guns. Weight—21,640 pounds. Effective range—800 yards. Rate of fire—2,000 rounds per minute.



Figure 79. The 60-mm. mortar, M19. Weight—45.2 pounds. Weight of projectile—3 to 4 pounds. Range—1,985 yards. Rate of fire—30 to 35 rounds per minute.



Figure 80. The 81-mm. mortar, M1. Weight—136.5 pounds. Range—3,290 yards. Weight of projectile—7 to 13 pounds. Rate of fire—30 to 35 rounds per minute.

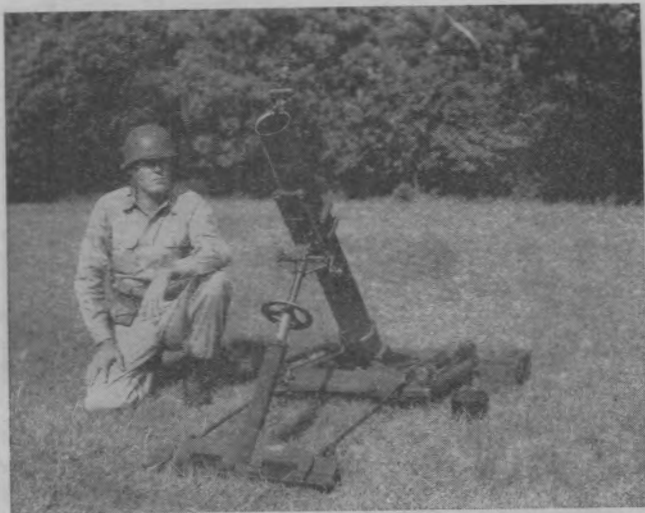


Figure 81. The 4.2-inch mortar. Weight—333 pounds. Weight of projectile—25 pounds. Range—4,400 yards. Rate of fire—20 rounds per minute.

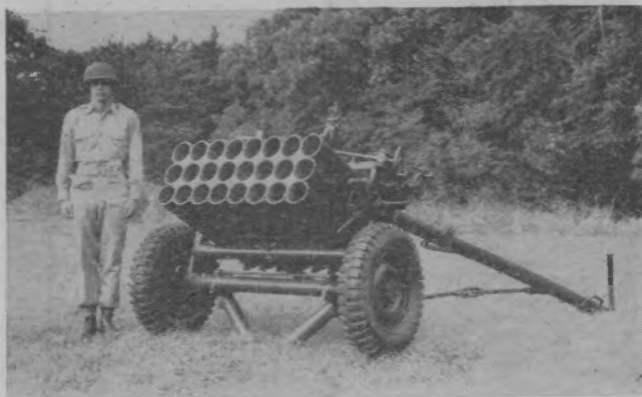


Figure 82. The 4.5-inch rocket launcher, T66. Weight—1,225 pounds. Weight of projectile—38 pounds. Range—5,210 yards. Rate of fire—72 rounds in 4 minutes.

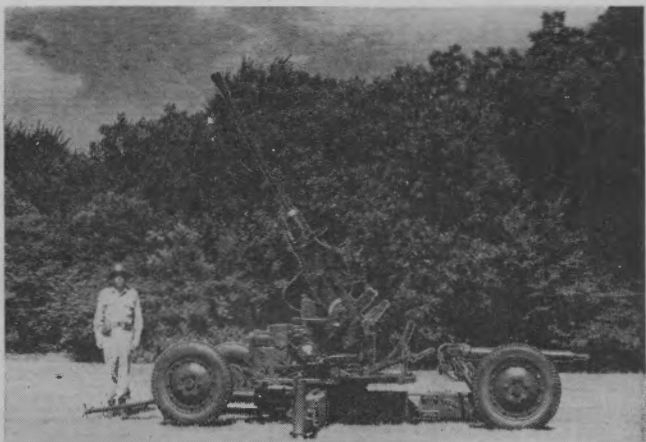


Figure 83. The 40-mm. gun, M1, on carriage, M2A1. Weight—5,700 pounds. Weight of projectile—2 pounds. Vertical range—7,625 yards. Horizontal range—10,850 yards. Rate of fire—120 rounds per minute.



Figure 84. The 40-mm. gun (twin), M2, on motor carriage, M19. Weight—41,165 pounds. Weight of projectile—2 pounds. Vertical range—7,627 yards. Horizontal range—10,850 yards. Rate of fire—240 rounds per minute.

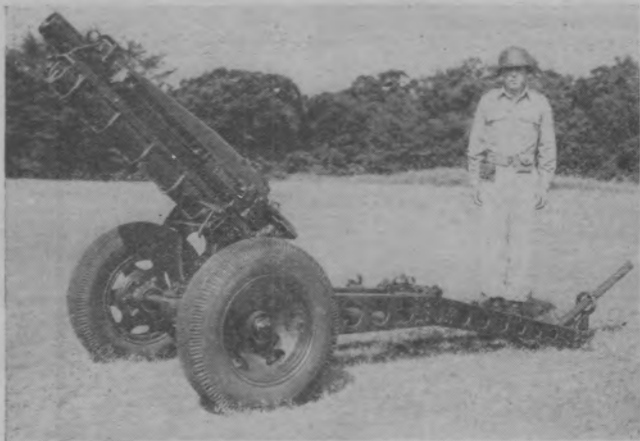


Figure 85. The 75-mm. howitzer, M1A1, on carriage, M8 (pack). Weight—1,440 pounds. Weight of projectile—14 pounds. Range—9,620 yards. Rate of fire—6 rounds per minute.



Figure 86. The 90-mm. gun, M2, on anti-aircraft mount, M2. Weight—25,850 pounds; weight with wheels—32,300 pounds. Weight of projectile—24 pounds. Vertical range—11,800 yards. Horizontal range—19,560 yards. Rate of fire—23 to 28 rounds per minute.

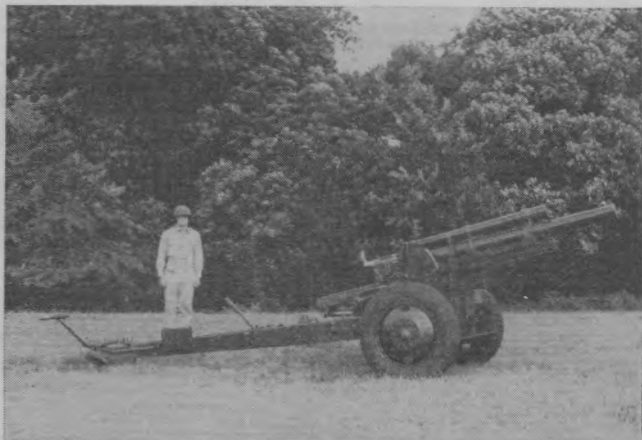


Figure 87. 105-mm. howitzer (towed). Weight—4,980 pounds. Weight of projectile—33 pounds. Range—12,205 yards. Rate of fire—4 rounds per minute.



Figure 88. 105-mm. howitzer, M4, on motor carriage, M37. Weight—46,000 pounds. Weight of projectile—33 pounds. Range—12,205 yards. Rate of fire—4 rounds per minute.



Figure 89. The 120-mm. gun, M1, on anti-aircraft mount, M1A1. Weight—48,000 pounds; weight with wheels—61,500 pounds. Weight of projectile—50 pounds. Vertical range—15,500 yards. Horizontal range—27,162 yards. Rate of fire—10 to 15 rounds per minute.



Figure 90. The 155-mm. howitzer M1, carriage M1A2. Weight—12,700 pounds. Weight of projectile—95 pounds. Range—16,355 yards. Rate of fire—2 rounds per minute.



Figure 91. The 155-mm. howitzer, M1, on motor carriage, M41. Weight—42,500 pounds. Weight of projectile—95 pounds. Range—16,355 yards. Rate of fire—2 rounds per minute.



Figure 92. The 155-mm. gun, M2, carriage, M1. Weight—27,700 pounds. Weight of projectile—95 pounds. Range—25,715 yards. Rate of fire—2 rounds per minute.



Figure 93. The 155-mm. gun, M2, on motor carriage, M40. Weight—81,000 pounds. Weight of projectile—95 pounds. Range—25,715 yards. Rate of fire—2 rounds per minute.



Figure 94. The 8-inch howitzer, M2, on carriage, M1. Weight—28,000 pounds. Weight of projectile—200 pounds. Range—18,510 yards. Rate of fire—3 rounds every 2 minutes.



Figure 95. The 8-inch howitzer, M2, on motor carriage, M43. Weight—80,000 pounds. Weight of projectile—200 pounds. Range—18,510 yards. Rate of fire—3 rounds every 2 minutes.

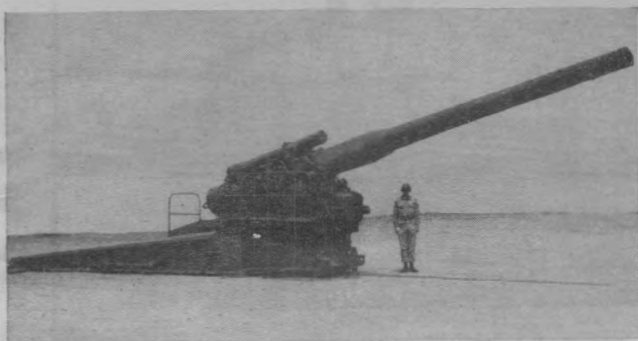


Figure 96. The 8-inch gun, M1, on carriage, M2. Weight—69,500 pounds. Weight of projectile—240 pounds. Range—35,490 yards. Rate of fire—3 rounds every 4 minutes

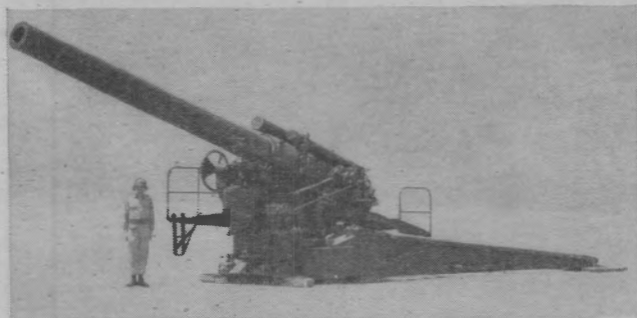


Figure 97. The 240-mm. howitzer, M1, on carriage, M1. Weight—64,700 pounds. Weight of projectile—360 pounds. Range—25,255 yards. Rate of fire—3 rounds every 4 minutes.



Figure 98. The light tank, M24 (General Chaffee). Weight—20 tons. Caliber of gun—75-mm. Range of gun—8,890 yards. Speed—34 mph.



Figure 99. The medium tank, M26 (General Pershing). Weight—45 tons. Caliber of gun—90-mm. Range of gun—14,870 yards. Speed—30 mph.