

WHITE RESISTANCE

MANUAL

V - 2.4

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The White Resistance Manual is dedicated to all of our fallen heroes. May their courage and honor inspire us and burn like like a torch now, in our darkest hour.

-AQUILIFER

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Introduction

As we have witnessed the dawn of a the new millenium so too have we witnessed the birth of a new era of Leaderless Resistance in the struggle for White survival. No longer do we look to politicians and law-makers for a solution, they have been bought, their lips are sealed with green paper; they have grown rich and powerful through sucking the life-blood of the crumbling ruin that Western Civilization has become. However their power has come at a price; greed, corruption and sloth are the adornments of their wealth. This leaves western society in a position ripe for upheaval and revolution. We will cast off our wishful belief in democratic salvation, our votes will now be cast with bullets and bombs. No longer will the yoke of race-denying, religious systems restrain us. As in the past we must rekindle a faith not in false, alien gods but in ourselves and our ability to struggle and overcome without prostrations before any Kosher world-deity. No longer will we allow the Jews to live like parasites upon the body of our race. No longer will we tolerate any Jewish influence in our political system, our legal system or our mass-media. No longer will our children be taught the suicidal and baseless dogma of egalitarianism and racial equality. No longer will we allow dysgenic breeding to damage the health of our race. No longer will we tolerate any non-White colonizers living and breeding among us. In this new era we fight for nothing less than the absolute physical separation of the White race from all Jews and non-Whites. Along with this we will purge from our midst the traitorous and degenerate elements of our race. We demand swift and brutal justice for those who assisted in, or profited from, the murder of our Race and the colonization of our lands by non-Whites. May their time be short upon the earth.

The purpose of this document is not to explain the Whys? of armed struggle, any White person with a pair of eyes can appreciate the desperate situation we are in as a Race. Anyone can see that this situation cannot be turned around at the ballot box or through negotiation and compromise, it will end in tears and bloodshed. Of this there is really no doubt. Western civilization will fall in a similar way and for the same reasons as ancient Egypt, Aryan India, ancient Greece, Rome and every other nation which failed to protect its blood from the poisoning effects of race-mongrelization. The situation is simple, a violent struggle will come about and if it happens soon we will win. If we are unable to coalesce our movement into a fighting force capable of initiating and seizing victory in this conflict within the next decade or so we will lose. To lose in this struggle means that the White race will be butchered by the sub-humans who have colonized our lands and our women and children will be brutally raped and murdered in the streets.

My purpose here is to provide information on the Hows? of armed struggle. How to select or fabricate weapons useful in an armed struggle, how to manufacture, handle and employ explosives as part of an armed struggle, how to conduct a guerilla campaign and how to select targets according to their value to our movement.

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"Out of the closet" Racialists, Cells and the Lone Wolf

There are two paths to choose from for those of us who take up the struggle. The first option is what I term the "out of the closet" activist. These individuals fight to the best of their abilities to spread the message of White survival and rebirth to as many of our racial kin as possible. These White activists use printed material, newspapers, radio, television and most notably the Internet to this end. These courageous individuals walk a dangerous line because the more effective they are the more attention they draw to themselves from law enforcement and from various other enemy organizations.

Just about every major city in the western world has a "Hate Crimes Unit" or a similar apparatus which works as a liaison between Jewish interests and the police. These agencies work to identify and build dossiers on White activists who are at work in the area. Their ultimate aim is to infiltrate any White activist group in order to:

- Gather incriminating evidence against its members
- Discover connections to other groups for further investigation
- Undermine, discredit and destroy these groups

Undercover agents of these units will attend meetings and rallies held by racial activists and information such as names and descriptions of individual members will be obtained. The Hate Crimes Unit will also collect literature, posters and other materials distributed by activists. These materials will be analyzed for fingerprint evidence in order to begin to identify the members of the group. These fingerprints will be added to

the files which law enforcement keeps on those involved in racial activism.

The next step in the work of the Hate Crimes Unit is to infiltrate the group in order to gather evidence of the commission of any crimes or any conspiracy to commit crimes by the group. This work is usually done by a lone agent but the use of two or even more infiltrators is not unheard of.

If no evidence of criminality is at first obtained the infiltrator will begin to try to push the group to commit a serious or violent crime of some sort or to provide him or her with the means to commit some violent crime and to help plan it. If members of the group are foolish enough to trust the infiltrator they will soon find themselves in jail. This type of activity by law enforcement is well documented. The "Forth Reich Skinheads" case in Los Angeles, the infiltration of "Combat 18" in England and the Grant Bristoe affair involving the "Heritage Front" in Canada are good examples of the use of an "agent-provocateur" to destroy White Nationalist movements and to imprison White men and women.

How is this process of law enforcement infiltration and sabotage to be prevented? It can be summed up with one simple rule...

No one who is an open activist, known to the media and to police, should ever even entertain the idea of involving themselves in armed struggle.

A real separation must exist between those who wage a war of words and those who let actions speak for them. Whenever the open White activist is approached about the idea of armed struggle, he must explain that it is his own personal choice to reject violence but that he also does not condemn those who take up armed struggle in

defense of their people. In this way we can neutralize law enforcement use of infiltrators against us.

Just as the "out of the closet" White Nationalist must be strictly non-violent, those who choose violent struggle must keep their identities and beliefs secret from all except those directly involved in the movement. This will be a difficult task, made increasingly difficult the more people are involved. For this reason we must employ an organizational structure of small "cells". Each of these cells will have only a few members and will be capable of taking action independently of the others. Only long time acquaintances, with history of trustworthiness, should make up a cell. A handful of dedicated soldiers (no more than 4 or 5) can create an impenetrable, cohesive and effective weapon against the tyranny we face. A single, highly motivated, individual or "Lone Wolf" can also take action on his own. This one-person cell will obviously be impenetrable to law enforcement, however the Lone Wolf may be limited in the scale of attacks he can mount. It is precisely this type of cell structured resistance movement which the traitorous, power-whores who sit in the seat of government fear most. They have no idea how to deal with this type of movement, it has no hierarchical power structure so it cannot be toppled and its cells are too small and too many to infiltrate.

Every person who enters this movement must understand that we are a **nation in exile**, waiting to assume power in the vacuum which will be created by the fall of Western civilization.

Citizens of this nation in exile are obligated to be:

Aware - The citizenry must educate themselves to a reasonable level on all the issues of concern to White survival. Our enemies must never be able to ask "Why?" without response.

Armed - The citizenry must possess weapons suitable for guerilla warfare and understand and how to use them with reasonable proficiency. In some circumstances this will be difficult but it is absolutely imperative that the citizenry of our nation be capable of seizing power when the time comes.

Prepared - The citizenry must be both physically and psychologically fit for the coming conflict. It is essential that the citizenry train themselves, like soldiers, and be physically able to fight, perform heavy work and resist exhaustion. Also, like soldiers, it is essential for the citizenry to purge any feelings of sympathy toward our enemies or guilt over the actions which we must take. Feeling of this nature are a symptom of the greatest evil possible in nature's design ...**weakness**.

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Control of Information

Hercule Poirot, Sherlock Holmes and Lt. Colombo are fictional characters, equally fictional is the concept that police detectives solve crimes by applying deductive reasoning to the clues of the case. Certainly crime-scene evidence and eye-witnesses are of great importance in police work but when one examines the reality of [criminal investigations](#) it becomes apparent that without informants, "rats", and confessions the vast majority of crimes would go unsolved.

Police routinely offer cash rewards and set up "hotlines" to entice the acquaintances of criminals to come forward. Once police have a suspect in mind they will attempt to interrogate everyone around him, friends, co-workers, family members. With the use of threats, lies and deceit the police are usually successful in extracting information from these sources. Friends and co-workers will be told that they have been implicated in the crime by the suspect and will be charged along with him unless they tell their side of the story. Family member will be told that the suspect has confessed or that evidence proving his guilt exists and that the police want to act in his "best interests" and the testimony of family members would allow him to "get the help he needs". The suspect's spouse or intimate partner will be told that during the course of their investigation the police have discovered evidence of the suspect's infidelity in an attempt to break the unique protective feelings developed in an intimate relationship.

Control of information thus becomes the most vital element in the security of our movement. Information is more valuable than any material resource, it can make you rich or it can send you to

the gallows. Even the slightest leak can provide investigators a new lead and they are tenacious especially when confronted with a difficult case. We must assure that no piece of information, no matter how seemingly irrelevant, is transformed from our secret into a law-enforcement resource. How can secrets be kept? How can information be controlled? Ben Franklin once said "Three men can keep a secret, if two of them are dead!" ... this is a realistic assessment. We all have our own secrets, a dark deed committed alone, a childhood indiscretion, or a act of foolishness in our past which we shall never reveal to the world. These personal secrets are given a level of protection by us that can never be equaled by the swearing and blood-oaths which protect communal secrets. The truth will come out eventually in nearly every case, the best we can do for our communal secrets is to prolong their revelation for as long as possible. Here are some points to consider in the control of information.

- Share no secret which does not have to be shared. In military terminology this is referred to as the "need to know" and is applied so that each individual is given only enough information to perform the mission required.

- When confronted by law enforcement offer absolutely no information. Remember these five words: "I have nothing to say". Know your rights. Make no statement either written or verbal. Demand to see a lawyer immediately. Do not submit to any voluntary search of your person, property, vehicle or residence. Do not waive any of your rights or voluntarily allow them to be violated. The decisions you make when dealing with law enforcement are deadly serious, make no mistakes.

- Do not discuss any aspect of your guerrilla activities on communication systems which are not secure. Such systems include, telephones, cellular phones, faxes and e-mail. Even secure systems, such as digitally encrypted cellular phones and e-mail, should be used with great caution. Who knows what encryption Big Brother really can or can't break.
- Employ the best encryption possible for computer files (including this one) which deal with racist ideas, revolutionary struggle, firearms and explosives etc.
- Use "disinformation" in order to confuse and deceive law enforcement.
- Don't discuss your belief in violent action with anyone who is not directly involved in our struggle. Profess adherence to non-violence in public.

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The Goals Of Our Struggle

We can identify four short and long term goals of our revolutionary struggle:

To exacerbate existing racial tensions to the point where a situation of open conflict exists between Whites and non-Whites. We must also encourage violent racial conflict among the various non-White races within our borders. We can place no goal higher because none of the others can be completed without it. Only the violence and life-or-death imperative of an open racial conflict, a Race War, will rouse the majority of our racial kin from their sleep. Only racial conflict at this level will drive home the fact that the idea of a peaceful and prosperous multi-racial state is lunacy and only with the civil breakdown during a violent racial conflict will we gain the opportunity to proceed with the rest of our program. Our strategy must be to make all of the emerging multi-racial states as ungovernable as possible. Life must become quite a bit more miserable before "Joe six-pack" and "Jane tax-payer" will get off the fence. Our goal is to shake that fence so hard that the issues become quite clear to all of our racial kin. We must immediately begin to make it clear to the world that non-Whites are not welcome in our territory and will eventually face forced deportation or death at the hands of our growing movement. Our lands must no longer be seen as safe havens for the excrement of the world but as places of great danger for non-White colonizers.

The use selective assassination, arson attacks, bombings, sabotage and vandalism against non-Whites must be

employed with the goal of creating a maximum amount of animosity, outrage and fear within the hearts of our enemies. High profile targets, such as non-White entertainers, sports figures, religious and political leaders must be targeted for selective assassination. Non-Whites must also be attacked anywhere they can be stuck in large numbers, such as in high-rise apartments, subways, shopping malls or packed nightclubs in order to produce maximum casualties. The symbols of the non-White presence on our land; churches, temples, Mosques, businesses and political institutions must be considered valuable targets as well. The idea is to drive them into the streets in outrage, to force them to retaliate. Because our movement is underground and leaderless they will be unable to strike back against us directly so their rage will be leveled against White society in general and law enforcement and authority figures in particular.

It will also be necessary to do our best to exploit the tribal resentments and ethnic hatreds which the various non-White groups within our borders harbor for each other. Some good examples where violence has occurred in western nations involving rival non-White groups include the conflicts between Hindus and Muslims (especially strong between Pakistanis and Indians), Sikhs and Muslims, Somalis and Ethiopians, Blacks and Koreans (U.S.), Blacks and Hispanics (U.S.) Koreans and Chinese, Japanese and most other Asians and of course the Jews and just about everybody else. In order to successfully use these issues to our advantage the operative must research and understand the origins and issues at hand in the various

conflicts. I will make no attempt here to try to explain any of these conflicts as that would be far beyond the scope of this work.

To smash Jewish power and influence both in our own respective nations and worldwide. The Jews are now, always have been and always will be the enemies of the White race and jealous murderers of anything beautiful and healthy in this world. Any individual, organization or movement which fights for the future of the White race will be doomed to failure without a clear understanding of this fact. No movement for social reform has any hope of success unless it is specifically and overtly anti-Jewish. It is essential to understand that all of our goals are anti-Jewish in nature.

We must attack Jewish power wherever it exists and at all levels. Our focus must be placed upon high-profile Jewish influence in government, big-business, the mass-media and entertainment. Destruction of high level Jewish targets will have a great propaganda effect and will be a boost to the morale of our fighters. It is of great importance to demonstrate to our movement that it is possible to attack and crush high level Jewish power. Of secondary importance will be low level Jewish targets such as individuals of only local importance, Synagogues, Jewish owned small business and other symbols of Jewish power. Remember that, because of their power and influence, any attack upon a Jewish target will receive national if not international media attention. This is exactly the propaganda effect we need and we will use the media

power of the Jews against them in order to achieve it. There is no undeserving Jewish target!

To destroy the legitimacy of current government and to offer legitimate government in its place. We must strike at the heart of the traitorous, Jew-controlled governments which have done their best to murder and pollute our race. The apparatus, infrastructure and property of government must be placed high on our target list. This would include any and all individuals involved in forming policy, the services provided by government and any buildings or other physical property. All of the present day governments of White nations must be discredited and toppled. In most cases even the constitutional documents which give them legitimacy must be rejected.

Individuals in decision making positions in government should be targeted for selective assassination. Those most outspoken in the campaign to rob our children of a future should be placed at the top of the list, however, just about any high ranking official in government will make a deserving target. Only those tiny fraction of government officials who have fought against our destruction should be exempted. Any successes in this campaign will have a positive propaganda effect in favor of our movement.

Striking the symbols and services of government which the average citizen associates with legitimacy and power is part of our campaign to break down the rule of present government. Buildings and monuments symbolic of our present governments or the sick ideologies which they serve must be defaced, vandalized or destroyed. The

services we will target include, the military, law enforcement, electrical power generation and delivery, food supplies, fuel supplies, electronic communications, tax collection, postal services, roads, railways, airports, shipping etc. Disruption and denial of these services will both discredit the effectiveness of present government and hinder them in their war against the White race. When conducting attacks against government every effort must be made to avoid casualties among low-level White employees.

To punish those Whites who have committed treasonous acts against their own people. A heavy emphasis must be placed upon those, high profile, individuals in government, the media, entertainment, clergy and academia who have presented lies as truth, promoted race-mixing, drug abuse and degeneracy, encouraged non-White immigration or have schemed to profit from policies which damage the health of our race and rob White children of a future. We can never really hope to be taken seriously as a Nation if we are unwilling to punish traitors in the way any healthy Nation would, by death. A campaign of attacks targeting these individuals and their property will have a significant propaganda effect, both discouraging traitorous behavior and, with high profile targets being struck, boosting the morale of our movement.

Other targets will include businesses or institutions which, through their advertising, employment policies, business or political activities, have promoted our racial destruction. This will include nearly all large corporations and big

businesses. Of greater importance are institutions which provide foreign aid, arrange for the adoption of non-Whites into our Nations, assist non-White immigrants, do research into diseases that inflict mostly non-Whites, such as AIDS or Malaria, or engage in any other activity which damages the health and security of the White race. The property, capital and those in decision making positions of these businesses and institutions should be targeted with every effort made to ensure that low-ranking White employees are not injured or killed in our attacks.

Of secondary importance will be targets such as low level individuals involved in race-mixing, degeneracy and drug abuse. There is no propaganda effect to be gained by attacking low profile homosexuals, degenerates, drug dealers etc. Only those who have committed crimes against the White race, such as race-mixers, rapists, child molesters etc. should be attacked. Selective assassination, arson or bomb attacks should be used against these low-level targets.

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Firearms

One can easily become bewildered by the sheer number of different firearms being produced and marketed today. I have attempted to provide an overview of the categories of firearms which will be of use to the insurgent White separatist and then go into specifics of the action types, effectiveness, availability of ammunition and practicality of specific weapon types.

[Shotguns](#)

[Rifles](#)

[Submachineguns](#)

[Sidearms](#)

[.22 Rimfire Weapons](#)

Rifles

There are really only two general categories of rifle with which the guerrilla fighter needs concern himself. The first of these is the long range or sniper rifle and the other is the so-called "assault rifle".

Sniper Rifles

Effectiveness - The long range killing power of the sniper rifle make it possibly the most fearsome weapon in the insurgent's arsenal. Given the right terrain and equipment a single, well trained, sniper could hold down a whole platoon for several hours. The psychological effect of sniper attacks on enemy troops is devastating to morale. Even more significant is the use of the sniper rifle for selective assassination. A dedicated White revolutionary with a good rifle could, single-handedly, strike some very serious blows against our enemies. I have provided ballistic information for the various rifle calibers, which could be used for sniping in the [selective assassination](#) section.

These weapons are capable of producing lethal wounds even at extremely long range, they are capable of penetrating buildings, body armor and even light vehicle armor when loaded with FMJ (Full Metal Jacket) rounds. Any good quality rifle with at least a 22" barrel and chambered for one of the full-length rifle cartridges can be put into service as a sniper rifle. Semi-automatic or better yet bolt action rifles should be chosen over pump or lever action for this purpose. If possible a rifle with a heavy tactical barrel and a detachable box magazine should be selected. Good quality optical sights, properly zeroed in, will greatly improve target spotting and acquisition.

Practicality -Bolt action hunting rifles are available worldwide in a variety of powerful chamberings. The bolt-action rifle, with its humble appearance and widespread hunting use will be last on the list of targets for gun-grabbing governments. Availability of ammunition and ballistic characteristics should be considered when selecting a rifle. The .30-06 and .308 (7.62mm NATO) are the most universally available cartridges for sniping purposes. Both of these are very powerful and have impressive ballistic characteristics with the .30-06 being a bit more powerful and the .308 (because of its adoption by NATO) being in wider military use. Many of the major firearms manufacturers produce bolt-action and/or semi-automatic rifles in these two calibers. Through my own experience I can recommend bolt-action rifles such as the Remington 700 series, the Winchester 70 series, Savage 110FP Tactical, Savage 111 series and the Ruger 77R mk11 series. This is by no means an exhaustive list and quality weapons of this type are produce by a number of manufacturers including Sako, Dakota Arms, Parker-Hale, Browning, Marlin and others. Semi-automatic rifles I will recommend include the Remington 7400 series and any of the semi-automatic or select-fire military weapons chambered in .30-06 or .308, included in this group are the M14, the FN FAL, as well as some of the older rifles including the M1 Garand. Remember that a good weapon is no substitute for good marksmanship, this skill can only be developed through training.



Winchester Model 70 with scope and heavy tactical barrel



Remington 700 with camouflage stock and heavy tactical barrel

Notes:

- Chose only .30-06 or .308 caliber rifles with Bolt or semi-automatic action.
- Don't be tempted by the very impressive ballistic characteristics of some of the more obscure chamberings such as the 358 or 375 H&H Magnum, .378 Weatherby, .458 Winchester Magnum, 460 Weatherby etc. Without an assured supply of ammunition these weapons will be totally useless.
- Again synthetic stocks are superior to wood for combat purposes.
- Familiarize yourself with the ballistic characteristics of the rifle you choose and practice shooting from a variety of positions and ranges.
- A heavy barreled weapon with detachable box magazine and telescopic sights will make a superior sniper rifle.

A few of you will be wondering why I haven't included the .50 BMG long-range rifle systems in my consideration of sniper rifles. In recent years a number of .50 caliber long range rifles have become available on the civilian market. The .50 BMG is capable of penetrating heavy vehicle armor, body armor, buildings and just about any target on the modern battlefield. These weapons offer superior ballistic power even at extremely long range and are even capable of hitting aerial targets such as helicopters and low-flying airplanes. A reasonably well-trained sniper with one of these weapons can achieve reasonable accuracy out to around 1600 meters and the .50 BMG is lethal to human targets at up to 4 miles! These weapons have been used to neutralize armored targets such as tanks, APCs and missile launchers at ranges of a mile or more. However these weapons are prohibitively expensive with a base price of around \$4,000 US (probably at least twice that on the black market) and ammunition costing as much as \$5 per round. Also because of the extremely high power of the .50 BMG cartridge, weapons chambered for it are made of thick steel, resulting in a very heavy, cumbersome weapon often weighing in at over 30lbs fully loaded. These rifles are clearly not suited to "shoot and move" sniper tactics but are really better classified as heavy weapons. A White revolutionary with access to this type of weapon could wreak serious havoc against the system. Of course steps are being taken to deny civilian ownership of this type of weapon in almost every White nation... get one now if you can.



Barret .50 BMG semi-automatic rifle

Assault-Rifles

For the purposes of this discussion I will define the assault-rifle as a short barreled rifle (20" or less) with a semi-automatic or selective fire action and detachable box magazine. Weapons of this type have their origins in WWII when the need for a street fighting weapon with more power and range than a sub-machinegun but lighter, handier and firing a smaller cartridge than the standard infantry rifle. The result of this need were various weapons including the U.S. M1 Carbine, German MP-44 and later the AK-47. All of these weapons use an intermediate cartridge, larger than the pistol cartridges used in most sub-machineguns but smaller than full-sized rifle cartridges.

Effectiveness: -The assault-rifle is essential to any sustained guerrilla campaign though a small cell of resistance fighters could make do without them. These weapons have a firepower advantage over other small arms at medium to long range. The light weight, compact size and minimal recoil of assault-rifles make them the weapon of choice for combat in urban, forest and jungle situations. Large capacity detachable box and drum magazines increase the firepower of the assault rifle and should be obtained if possible. Weapons with flash suppressors and/or

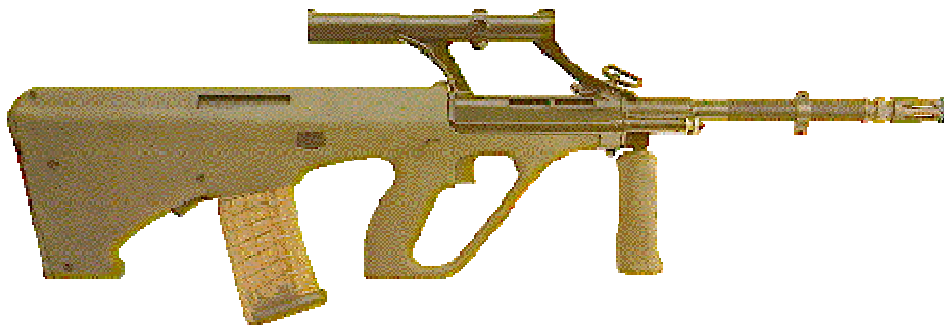
bayonet mounts should be chosen over those without these features. The effectiveness of the assault-rifle may be improved with the addition of low magnification telescopic sights. Folding, telescoping and bull pup stocks make these weapons more compact and handier even concealable in some situations. The evolution of the assault-rifle has recently resulted in the creation of an entirely new weapon system; the Combination Weapon, which usually consists of an assault rifle coupled with a grenade launcher or shotgun in an over-under configuration. A good example of this is the M16 A2 rifle coupled with the M203 grenade launcher. These new weapons are finding increasing favor among the world's armed forces and for this reason I have included plans for constructing a grenade launcher similar to those used in these modern weapon systems.

Practicality: - 90+% of the world's infantry units use rifles chambered for either 5.56mm NATO (.223 Remington) or 7.62x39mm (Russian). The assault-rifles selected by White separatists must use one of these two cartridges. Happily there are a great number of rifles which meet this criteria, however many governments worldwide have outlawed their ownership by civilians making it necessary for the operative to obtain them on the gray or black market. Specific assault-rifles which should be considered include the Ruger Mini-14, Colt AR-15/M-16, Styer AUG, FAMAS, MAS223, Galil, SA80, Heckler & Koch, AK-47 and SKS series rifles to name but a few of the better known models. I have handled and fired a number of these weapons and found the AR-15 A2 and Styer AUG to be quite superior, the Mini-14 to be satisfactory and the Norinco (Chinese) SKS models to be of poor quality workmanship but entirely functional and reliable. "You get what you pay for" has never

been truer than in the field of assault-rifles. Many of these rifles can be easily and safely converted to full-automatic fire.



M16 A-2 With 30rnd magazine



Styer-Aug - a good example of an assault rifle with a bull pup stock



A4 with M-203 grenade launcher and telescoping stock

Notes

- Only weapons chambered in 5.56mm NATO or 7.62X39mm should be considered.
- Try to obtain large capacity box or drum magazines.
- Low magnification scopes will simplify target spotting and acquisition.
- Weapons fitted with flash suppressors, bayonet mounts and telescoping, folding or bull pup stocks make more versatile weapons.
- A superior Combination Weapon can be built using my plans for a home-built grenade launcher.

Sidearms

In the world of firearms, nothing is more contentious or tainted by misinformation than the subject of the relative superiority of pistol and revolver models and cartridges. I will not attempt to resolve this debate but will simply try to put it into the context of what is effective and practical in the world of today. There are a vast array of pistol and revolver cartridges available today, so many in fact that one can easily become confused. What we must remember is that we are only concerned with those cartridges capable of satisfactory stopping power and which are in widespread enough use by military/law enforcement to guarantee availability of ammunition.

Effectiveness – A number of handgun cartridges exist which are sufficiently powerful to class them as acceptable for combat purposes. Among these we include the .38 Special .357 Magnum, .41 Magnum .44 Special and .44 magnum for revolvers; and 9mm Parabellum, 10mm Auto, .45 ACP, 38 Super, 9mm AE, .41 AE, 9mm Makarov, .357 Sig, 9mm Police/Ultra and .40 S&W for semi-automatic pistols. Generally unacceptable for combat purposes are the .22 Short, .22 LR and .25 ACP. In a borderline category are the .32 ACP, .380 ACP and the 5.7mm FN. Besides the ballistic characteristics, the firepower of a given handgun must be taken into consideration. This is where the semi-automatic pistols have the revolvers beat. Most modern combat pistols have magazine capacities of from 10 – 20 or even more rounds. This makes the six-shooters look like antiques by comparison.

The handgun only has combat value in at very close range and in confined spaces, usually under 30 feet. Even an experienced

handgunner would have difficulty making hits in a combat situation past about 50 feet. The handgun is best suited as a weapon of surprise, assassination and of last resort, but as a US combat veteran told me "If you find yourself in real combat and all you've got is a pistol, you're in a world of shit!" The small size of the handgun and its concealability are its real strengths making it ideal for personal defense. Handgun accessories such as laser sights and scopes are just toys and are more of a hindrance than an advantage in real combat.

Practicality – Of the revolver cartridges mentioned only the .38 Special and the .357 Magnum have any practical value today. Although no longer in widespread use by police departments there are still a awful lot of these revolvers around making it likely that ammunition will continue to be available for some time. Revolvers chambered for .357 Magnum will also accept and fire the shorter .38 Special cartridge making them more practical than the standard .38 Special revolvers. A number of good quality revolvers are still being produced by manufacturers, your best bet is probably to stick with one of the established names such as Smith & Wesson, Colt or Ruger. However the limited capacity, slower reloading and decreasing use by law enforcement of revolvers leaves me skeptical of their combat value to the White revolutionary. The revolver does, however, have a couple of advantages over semi-autos for selective assassination; they cannot jam and they do not eject their cartridge cases, thereby denying the firearms investigator any cartridge case evidence.

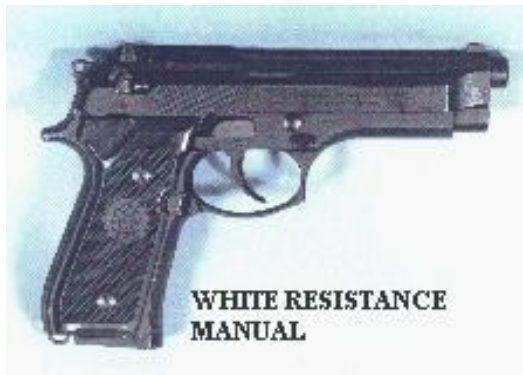
Moving to the semi-automatic pistol cartridges we can identify four which are practical due to their overwhelming use by law

enforcement/military. These are the 9mm Parabellum, 10mm Auto, .45 ACP, and the .40 S&W. A number of good quality pistols offered in single and double action are available in these calibers. The 9mm and .45 ACP have been cornerstones of the combat pistol for decades and are still very widely used by law enforcement/military as well as by civilians. The .40 S&W cartridge, most notably in the Glock 20, has experienced a meteoric rise in popularity within law enforcement circles with many police forces adopting it throughout North America and the world. The 10mm Auto has so far been less successful but I predict that its fantastic ballistic characteristics will make it a powerful contender in the future. Competition in the combat pistol market today is fierce. Good quality pistols in the four calibers mentioned are produced by Colt, Beretta, Ruger, Glock, Sig Sauer, Smith & Wesson, Para-Ordnance, CZ, EAA, Taurus, and a number of others. My personal preference is for the double-action 9mm pistol which with its adoption by NATO, its good stopping power and the staggering high-capacity magazines it allows will keep it the most popular combat pistol for many years to come.

Handguns are already banned in many parts of the world and restrictions on the type and magazine capacity of handguns exist in many countries. Wherever handguns are still unrestricted governmental pressure is being exerted to limit or deny law-abiding White civilians ownership of these weapons (while at the same time ensuring that non-White criminals have every opportunity to obtain them on the black market).



Glock 20 semi-automatic pistol (.40 S&W); Standard issue for many police forces throughout the world



Beretta M9 semi-automatic pistol (9mm); Standard US Army sidearm



GP-161

Ruger GP-161 .357 magnum double-action revolver

Notes

- If a revolver is chosen it should be chambered for .357 Magnum or .38 Special
- Semi-automatic pistols should be chambered for 9mm, .45 ACP, .40 S&W, or 10mm Auto.
- Chose pistols which accept high capacity magazines if possible.

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.22 Rimfire Weapons

The .22 long rifle (.22 LR) is the most widely used firearm cartridge in the world. The very low cost of ammunition is the major strength of .22 LR rifles and handguns. The low noise and lack of recoil of this class of weapons has also added to their popularity. The .22 LR is, however, a low powered cartridge which propels a small (usually under 45grain) bullet. The effective lethal range against human targets would be a maximum of 50 yards for rifles and less than half that for handguns. I will hasten to add that the lack of penetrating power of these weapons makes a hit to a vital area, such as the heart or brain, necessary. The .22 LR cannot be relied upon to penetrate a target's skull or even thick clothing except at close range.

The only use the White resistance fighter will have for .22 LR weapons is as silenced tools of assassination and sabotage. The .22 LR cartridge is ideally suited for use in a silenced, assassination weapon due to these factors:

- It is subsonic when fired from most weapons. When fired from a very tight, long barreled weapon it will be just barely supersonic and will produce a brief sonic crack.
- Its muzzle blast is minimal and easily muffled with a well constructed [silencer](#).
- The small size of the bullet itself offers us a secondary benefit: If a jacketless hollow-point bullet is used, forensic firearms investigators will have a nearly impossible task in trying to match the bullet to the firearm which fired it with

any certainty. (Note: this will not prevent paid "expert" witnesses from claiming otherwise.)

- Subsonic loadings of this cartridge, should they be necessary, are widely available. Subsonics are used for pest and vermin control in urban areas where noise would disturb and alarm neighbors. (Coincidentally this is exactly how we plan to use them as well!)

Silenced .22 LR Rifles

The .22 LR rifle can be silenced quite effectively with a very simple silencer. This type of weapon is ideal for use as an assassination weapon to be fired from concealment at close to medium range. A good scope of between 3x and 6x power, well zeroed in, is essential for effective work with this type of weapon because precision will be necessary to ensure a kill. Aim for the target's head if at all possible, remembering that the eye sockets are the most vulnerable part. The low power of the .22LR makes this the only really reliable target for assassination with this type of weapon at anything beyond very close range. Hollow point bullets or modified ammo should be used to increase lethality.

Semi-automatic rifles will make a superior assassination weapon because quick follow-up shots almost certainly will be necessary to ensure target destruction. However any reliable .22 LR rifle can be used if a semi-auto cannot be obtained. I will recommend the Ruger 10-22, the Marlin 90 series and the Remington 597 series semi-auto rifles to name but a few of the good quality rifles you should consider. Be sure that the rifle has a 3/8th" dovetail receiver

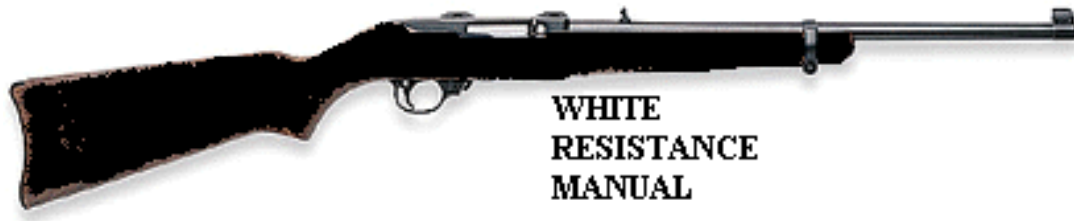
scope mount or can be fitted with a scope mount. A weapon which uses detachable box magazines should be selected over tube magazine or single shot weapons. The stock of a weapon of this type should be camouflage or flat, non-reflective black synthetic.

Build the silencer and install it on the weapon as described later. The rifle should then be test fired to determine the following:

- Does the silencer effectively muffle the muzzle blast?
- Does the rifle produce a sonic crack? (this is unlikely but can be remedied with the use of subsonic ammo or a larger silencer)
- Is the weapon's action able to function with the silencer in place? (this applies only to semi-autos and it is very unlikely that the presence of a silencer will hinder the cycling of the action)
- Is the weapon's accuracy drastically affected by the addition of the silencer? (some loss of accuracy is normal but drastic inaccuracy will likely be due to misalignment of the silencer and will have to be corrected)

Once the silencer installation is finalized, zero the scope in with the silencer attached. Using a benchrest or a bipod you should be able to shoot a 1-4" grouping at fifty yards. This will depend on a number of factors including your own marksmanship, how accurate the weapon is and how well aligned the silencer is with the barrel. Be sure that the weapon can penetrate a good sized phone book or a piece

of 1/4" plywood at fifty yards, this will be sufficient for headshot penetration at this range.



Ruger 10-22, a reliable and affordable .22lr rifle



A professionally silenced 10-22

Notes:

- Choose semi-automatic rifles with detachable magazines over other action types
- Be sure that a scope of between 3x and 6x power can be mounted on the weapon
- Camouflage or flat-black synthetic stocks are preferred to wood for this weapon system
- Be sure the weapon functions accurately and reliably with silencer installed before using it in the field
- Use hollow-point or other modified ammunition

Silenced .22LR Pistols

Close range assassination work can be done with a semi-automatic pistol fitted with a silencer. The basic pistol should be a .22LR (.22 short will also be serviceable for this type of work) semi-automatic pistol with a fixed barrel. A good example of the type of weapon required is the Ruger MK I to MK IV series pistols. In fact these very pistols have seen a lot of use by government spooks, underworld hitmen and various other homicidal types the world over for many years. Don't try to use a revolver, it cannot be effectively silenced because the cylinder/frame junction is generally not tight enough to contain the propellant gasses.



Discharging revolver - notice the hot gasses escaping at the cylinder/frame junction

The effective killing range of this type of weapon is a maximum of 25 yards. To be really effective shots should be fired from between 3-12 feet. Fire at least three shots into a vital area such as the heart or head. Be sure not to be at point blank or contact range as you will be splattered with your victim's blood. Use hollow-point or other modified bullets to increase lethality.

Choose a deep gun-blue or flat-black weapon with dark, non-reflective grips. Most .22lr pistols use 10 round detachable magazines, be sure to have at least two extras... you may have to shoot your way out of a sticky situation.

Build and install the pistol silencer described in the [Improvised Silencers](#) section. The pistol should then be test fired as described for the silenced rifle.

Once silencer installation is complete test the weapon's accuracy and penetrating power at 25 yards. If you are able to shoot a 2-5" grouping at this range that will be good enough, this weapon is really meant for close-up work. It should be able to punch through a thick telephone book or 1/4" plywood at this range.



Ruger MK-2 semi-automatic pistol



A professionally silenced MK-2

Notes:

- Only semi-automatic pistols with fixed barrels should be considered
- Choose a pistol which is gun-blued or flat black with dark grips
- Obtain extra magazines if possible
- Use hollow-point or modified ammo

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Non-Firearm Systems

Bows and Crossbows

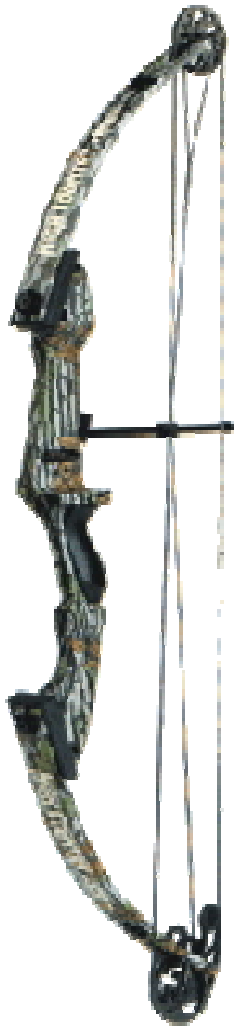
The bow is among the oldest weapons in the world and even the latest, high-tech bows use the same basic principles of the earliest bows. The idea is to silently deliver lethal force at a distance by using elastic energy to propel an arrow at the target. Modern bows are capable of reasonable accuracy and power but require a fair amount of practice to become proficient. Modern crossbows on the other hand, require less training, (they are aimed and fired much like a rifle) are more powerful and are more accurate than bows.

Bows and crossbows can only serve one purpose to the White revolutionary and that is assassination. These weapons are capable of operation so quiet it would make a professional, machine shop silencer envious. The killing range of these weapons is quite limited and accuracy is a problem. 50 yards is the absolute maximum effective range but I would suggest less than half that for practical purposes. Hunting tipped arrow or bolts must be used for assassination work, target tips will not produce sufficient penetration. A clean shot to the heart will be necessary to ensure fatality, even a razor tipped arrow can't be counted on to make penetration with a headshot. Firing a bow or crossbow at a target wearing heavy clothing or who is behind vehicle or building window glass will greatly reduce your chances of success.

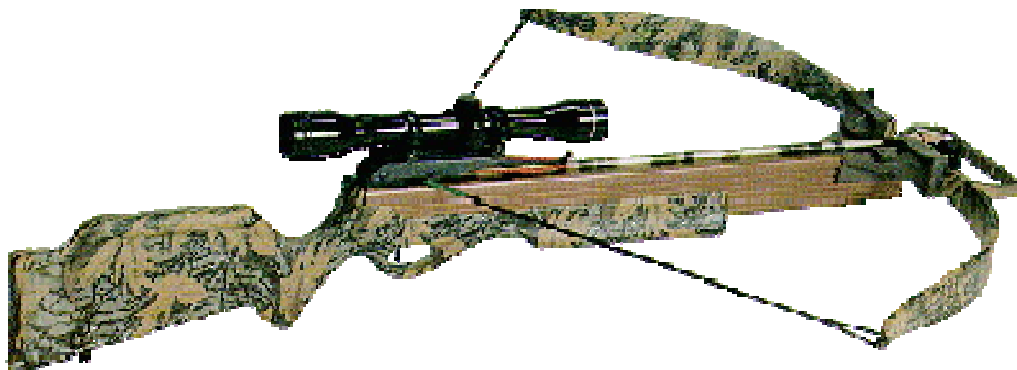
A great deal of planing must be used to make the use of bow or crossbow for selective assassination a success. Reloading time is rather slow (faster for bows than crossbows) so a follow up shot probably won't be a possibility... you've got to make your shot count. You will have to make your shot from fairly close range, somewhat like a Silenced .22 LR Rifle.

The large size of arrows and bolts produce a number of possibilities for modified ammunition including [poison](#)-filled hypodermic, incendiary or explosive. The use of modified ammunition will greatly increase the versatility of these weapons.

Choose at least a 60lb draw weight (draw weight is a measurement of the bow's power) for bows and at least 150lbs for crossbows. Anything less than this is just a toy and shouldn't even be considered for anything other than target shooting.



70lb Draw weight compound bow



165lb draw weight crossbow with scope and camouflage stock

Notes:

- Choose a bow with at least a 60lb draw weight
- Choose a crossbow with at least a 150lb draw weight
- Select weapons with flat black or camouflage stocks and limbs
- Hunting tips must be used for selective assassination
- Optical sights will increase crossbow accuracy
- Modified ammunition will increase the versatility of these weapons

Air Guns + Slingshots

Pellet guns, BB guns and slingshot are all useful for certain acts of vandalism and sabotage. These types of weapons are widely available and are unlikely to be banned by even the most repressive governments.



Weapons of this type can be used to break windows and damage property at a distance with little noise.

Air rifles can be modified to fire poisoned darts or pellets. Only powerful toxins, such as ricin, should be considered for this application. See the [poisons](#) section for instructions on producing appropriate toxins.

Knives + Other Close Combat Weapons

A heavy bladed knife with at least a 5" blade is an absolutely essential and universally available tool. You may choose either a single or double-edged blade, according to your preference but be sure its sharp and tough.

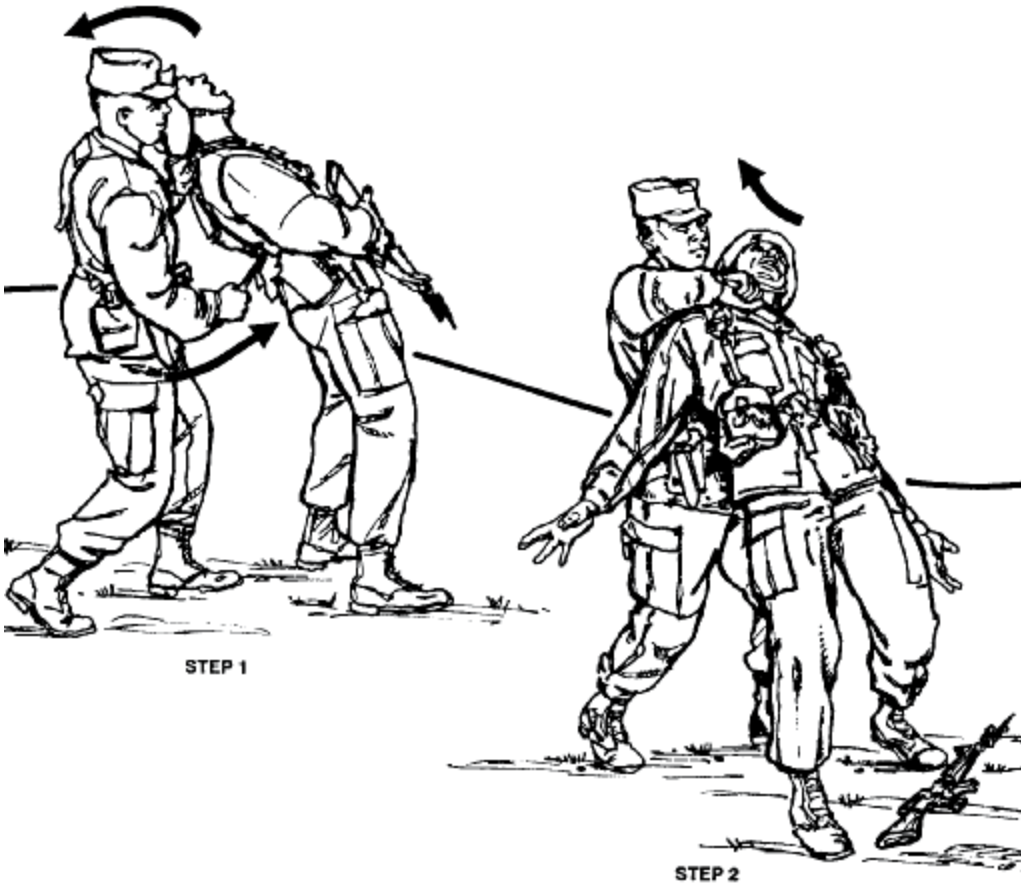
When using a knife for sentry removal or [selective assassination](#), approach the target from behind, grab his face and tilt it back.

Simultaneously stab the knife into the side of his neck and push in forward. This will sever the arteries and wind pipe. Don't attempt to slash across the throat as this is a more awkward motion and is much less effective. A stabbing wound to a kidney is also very effective but may leave the target able to make quite a scene before dying. Approach the target from behind, grab the shoulder with one hand and stab the knife into the kidney area as deep as it will go with the other hand. Turn the knife sharply it and rip it out. This will leave a gapping wound which will be nearly impossible to close.

The US Army FM 21-150 offers several sentry removal techniques with the combat knife. These two are the most suitable for selective assassination:

Kidney Stab, Throat Cut:

This technique relies on a stab to the kidney to induce immediate shock. The kidney is relatively accessible and by inducing shock with such a stab, the operative has the time to cut the target's throat. The operative completes his stalk and stabs the kidney by pulling the target's balance backward and downward and inserts the knife upward against his weight. The target will possibly gasp at this point, but shock immediately follows. By using the target's body weight that is falling downward and turning, the operative executes a cut across the front of the throat. This completely severs the trachea and carotid arteries.



Nose Pinch, Mouth Grab, Throat Cut:

In this technique, completely pinch off the target's mouth and nose to prevent any outcry. Then cut his throat or stab his subclavian artery. The danger with this technique is that the target can resist until he is killed, although he cannot make a sound.



If it is necessary to strike the target from the front or if you are in a self-defense situation, keep the knife out of view until you plunge it into the enemy. Use a backhand grip and hide the knife behind your wrist. At the last instant flip it to a front grip and thrust it upwards dead-center into the solar plexus. Pull it down and turn it as you rip it out. The target's guts will spill out along with copious amounts of blood. He will make very little sound if any but you will be soaked with blood.

An icepick or a similar thrust-only type weapon can be used to produce wounds which will bleed much less than those inflicted by a knife. This is a definite advantage for selective assassination where the operative must make a getaway without

being spotted with bloodsoaked clothes. The wounds are, however, not nearly as lethal as those produced by a knife. The kidney attack can be made with an icepick but a direct thrust into the heart or brain will be more likely to produce a fatal wound.

A hammer can be used to produce lethal injuries silently and almost completely bloodlessly. A very hard blow to the head with a standard claw-hammer is almost certain to kill, a follow up blow or two will certainly do the trick. Again an attack from behind will be most effective, strike as hard as you can.

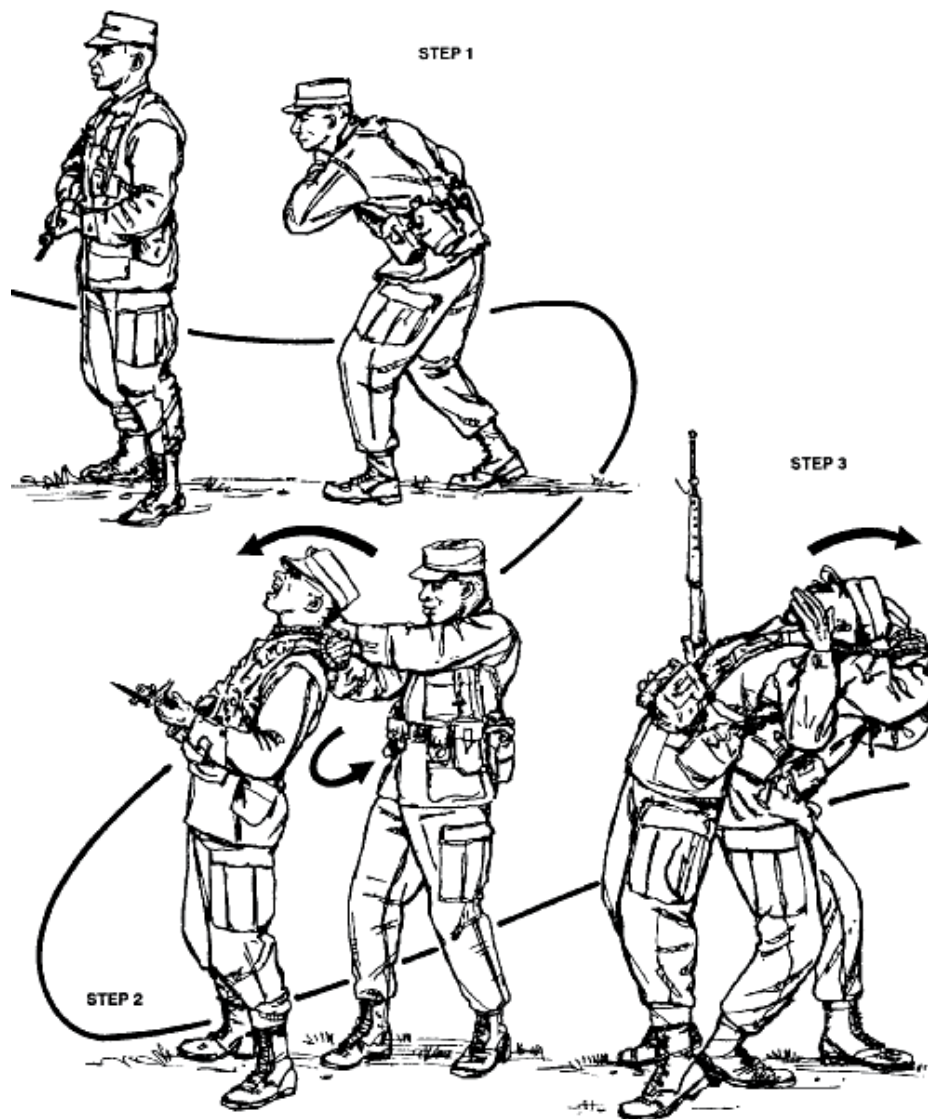
A thin length of strong rope, cord, or even a belt can be used to make a garrote which can be used from behind for silent and bloodless killing. Loops or handles are often added to the garrote in order to increase the effectiveness of the attack. Surprise is absolutely imperative when using one of these weapons.

The following technique is also from the US Army FM 21-150:

The Garrote:

In this technique, use a length of wire, cord, rope, or webbed belt to destroy a target. The operative carefully stalks the target from behind with the garrote ready. The garrote is looped over the target's head across the throat and the operative forcefully pulls the target backward as he turns his own body to place his hips in line against the hips of the target. The target's balance is already taken at this point, and the garrote becomes crossed around the target's throat when the turn is made. The target is

thrown over the operative's shoulder and killed by strangling or breaking his neck.



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Silencers

There exists a great deal of misinformation surrounding the topic of firearm silencers or low signature systems as they are more correctly termed by those in military circles. The main source of misinformation seems to be the depiction of silenced weapons as being whisper-quiet by Hollywood. Those who know me can attest to the fact that I have built dozens of silencers in many different designs over the years and I have found that it just isn't possible to produce a weapon which makes that slick "ffffhhhhppp!" sound like in a James Bond movie. It is possible, however, to significantly reduce the level of noise which a discharging firearm makes and, more importantly, change the sound enough that it won't be recognized as a firearm.

In order to effectively silence a firearm it is necessary to understand the four sources of noise which occur when a firearm is discharged:

Muzzle Blast - This is the result of hot propellant gasses exiting the muzzle and contacting the cooler air. This sound can be very loud.

Sonic Crack – If a bullet has a muzzle velocity which is higher than the speed of sound (approx 1,000fps) it will produce a sonic boom as it travels through the air. This sonic crack can make up a significant part of firearm noise. In order for a silencer to be really effective, subsonic ammunition must be made or obtained for the weapon to be silenced. Many weapons, including most

blowback-action pistols and SMGs and most gas-operated rifles, will function properly when using subsonic ammo. Some weapons, including many recoil-operated pistols, have actions which will not fully cycle when firing the lower-powered, subsonic ammo. A number of cartridges are subsonic in their standard form, including the .22LR .22short and the .45 ACP. Weapons using these cartridges can be much more easily and more reliably silenced.

Action Cycling – This is the sound of the physical movement of the firearm's action as it is discharged, the spent shell casing ejected and a fresh shell loaded. Semi and fully automatic weapons have heavy bolts which slam backward and spring forward upon discharge, making noise in the process. Fully-automatic, blowback weapons can produce quite a bit of noise just from the rapid cycling of their actions. Nothing can be done to reduce the noise of a cycling action.

Target Impact – The bullet striking its target will produce some impact sound. If it strikes something hard, such as metal or stone, quite a bit of noise will result. If, on the other hand, it strikes a soft target (i.e. human flesh) the resultant noise will be minimal. Beyond improving your marksmanship, there is little that can be done to prevent target impact noise.

A silencer is, of course, only capable of diminishing the sound of muzzle blast. A silencer works very much like a car's muffler, it contains and dissipates the hot gasses from the exploding propellant preventing them from escaping into the cooler air and producing a loud muzzle blast. I have included some simple plans for building a firearm silencer which is "field tested" and which I know will work. This silencer can be easily

and cheaply constructed and will perform nearly as well as an expensive silencer built in a machine shop.

The first step in building a silencer is to determine how to affix it to the weapon. The juncture between the muzzle and the silencer must be airtight, strong and fairly rigid. The best way to achieve this type of connection is to use a tap and die set to cut external threading on the end of the barrel to match internal threading on the silencer. This can be a difficult job because barrel steel is quite hard. It may be necessary to anneal the end of the barrel. This is done by using an oxy-acetylene torch to briefly heat up the end of the barrel, and then let it cool slowly. Be sure not to heat the steel to red-hot as it will retain some of its original hardness when it cools. A threaded junction is air tight, rigid, and able to withstand the pressures of even the most powerful cartridges. This method has the advantage of quick and easy installation or removal of the silencer. Many military style weapons come standard with threaded barrels in order to accept flash suppressors, compensators, bayonet lugs or rifle grenade launchers.

A second method is the split-tube and hose clamp approach. Without access to machine tools, this may be the method chosen by most operatives. The barrel extension tube, which makes up the core of the silencer, is slotted to fit past the sights and over the barrel. The slot is then tightened up behind the sights with a hose clamp of the appropriate size. With this method it may be necessary to use electrical tape on the barrel in order to ensure an airtight seal. This method is recommended for .22 caliber weapons only, anything more powerful would blow the silencer right off the gun.

Fastening a silencer to a firearm in this way makes it very difficult to keep the silencer aligned with the barrel. A very straight wooden dowel or a drill rod, of the proper diameter, can be placed in the barrel and through the silencer in order to make alignment simpler. Of course any jarring or rough treatment of the weapon may cause the alignment to be thrown out again. Installation and removal of the silencer are also made difficult with this method.

Improvised Silencer

The following instructions can be used to construct a simple, cheap and effective silencer for a .22 LR rifle or pistol. This design can be adopted to function for other firearm calibers, however, a threaded barrel/silencer junction is recommended for cartridges more powerful than .22 LR.

Materials Required:

Drill Rod 7/32" (for .22 weapons)

At least 12" of 1/4" brake line or other strong metal tubing

At least 12" of 1 1/2" PVC tubing and two end caps

Fiberglass resin and hardener

Several feet of fiberglass mat

One roll of masking tape

1/8" and 3/16" drill bits

Rubber bands

Razor blades

White lithium grease

Eye dropper

6 wood screws

Steel wool

80x sand paper

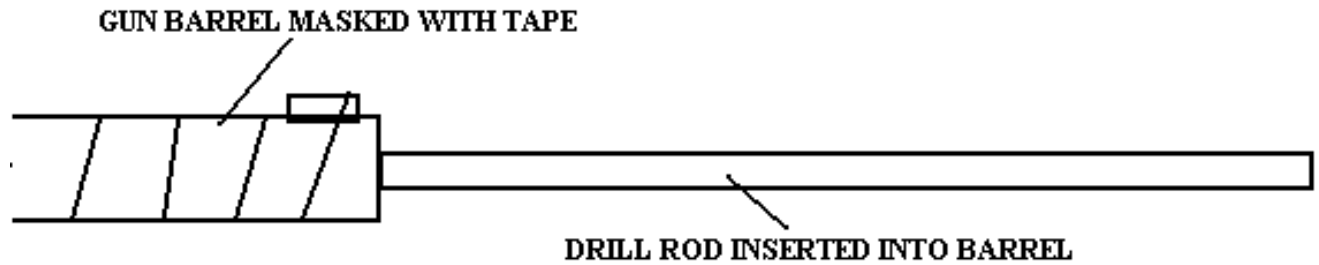
Construction:

Cut a 10" section from the brake line and drill a series of 1/8" holes along its length beginning 1 1/2" from the end.

Next, enlarge the holes using a 3/16" drill bit.

Using masking tape, mask off the end of the gun barrel and the first few inches. Be sure to keep the tape free of wrinkles to ensure a tight fit.

Place the drill rod down the barrel to keep the brake line aligned. Perfect alignment is extremely important. Sometimes the drill rod will be a little too large to fit into the barrel. In this case, chuck the drill rod into a drill and turn it down with a file or sandpaper, a little at a time, until it fits perfectly.

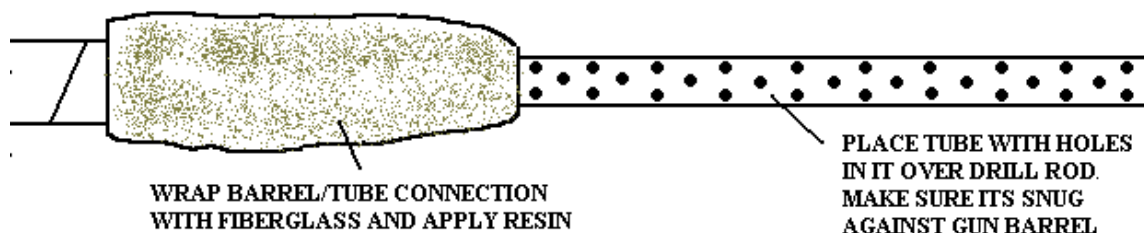


Wrap glass mat around the end of the gun barrel and brake line three times. Secure it in place with rubber bands every half inch. The glass mat should be wrapped about two inches behind the sight and up to the first holes on the brake line.

Now mix the resin. A few spoonfuls will do. Mix it two or three times hotter than the package directions.

Brace the weapon in an upright position and dab the resin onto the glass mat with a brush. Keep applying resin until the mat is no longer white but becomes transparent from absorption of the resin.

As soon as the resin starts to harden and becomes tacky, detach the brake line and fiberglass from the barrel. Do this quickly before the resin hardens completely.



First use a razor blade to cut a notch behind the front sight so that the whole piece can be removed. Then push on the fiberglass to slide it off. Do not pull it off from the other end as the alignment will be thrown off.

After removal from the gun barrel, peel out the tape and allow it to finish hardening.

Use a sander, grinder or 80x sandpaper to smooth out the hardened rough surface.

Next, grind the sides down about halfway, but do not grind past the point where the front sight makes contact. Cut it down until the barrel fits snugly and easily.

Stand the glassed brake line upright in a vise.

Mix a small amount of resin and use an eyedropper to fill in any interior holes or air bubbles until the solid fiberglass is level with the steel tube end. This will give the junction between the brake line and fiberglass coupling added strength. Acetone can be used to clean the eyedropper.

Cut the PVC tubing to the desired length. A longer silencer will be necessary for more powerful cartridges.

Drill a large hole in the center of one end cap, making it large enough to fit on the fiberglass end to the point where the front sight makes contact.

Drill a series of 3/16" holes in the bottom of the end cap.

Wrap masking tape around the end cap to cover the holes.

Stand the cap with the inside tube inserted into a vise. Get the cap level and straight with the brake line.

Cut two dozen or so 1/2" squares of fiberglass mat and fill the end cap with it up past the level of the row of holes.

Mix resin and pour it over the cut matting to a point about 1/4" above the holes and allow it to dry before removing the cap from the vise. Don't worry about any resin that leaks out around the base hole. Resin fills the small holes, making the tube strong enough to withstand the muzzle blast.

When the inside is hardened, turn the assembly over and fiberglass around the backside of the end cap for added strength. Avoid getting resin in the opening where the barrel fits.

Place the finished cap and inner tube on one end of the PVC tubing that has already been cut to size. Center the brake line as you look in the open end of the PVC.

Now drill a 1/8" hole in three places around the tube about 1/4" from the lip of the cap.

Take the brake line out and enlarge the holes in the cap to 3/16"

Replace the brake line and tighten it down with three small wood screws.

Trim the brake line down until it extends about 1/2" beyond the PVC tube.

Sharpen one end of the drill rod to a point and use it as a center-punch. Stand the assembly up with the solid end cap down. Drop the drill rod down the brake line to get a true center mark.

Using a drill bit slightly larger than the outside diameter of the brake line, remove the end cap and drill the hole.

Cut a circle of 1/4" thick rubber which fits snugly into the end cap. This rubber swipe will help prevent any hot gasses from escaping even after many shot have been fired through it because rubber tends to stretch and rip rather than have material blasted out of it by a gunshot. The hole will reseal itself after firing keeping the system nice and tight. Replace this swipe whenever the bullet hole becomes too large to contain gasses. This step will make a big difference, particularly in small silencers.

Replace the cap on the open end of the PVC tube and drill three 1/8" holes around the cap as before for wood screws.

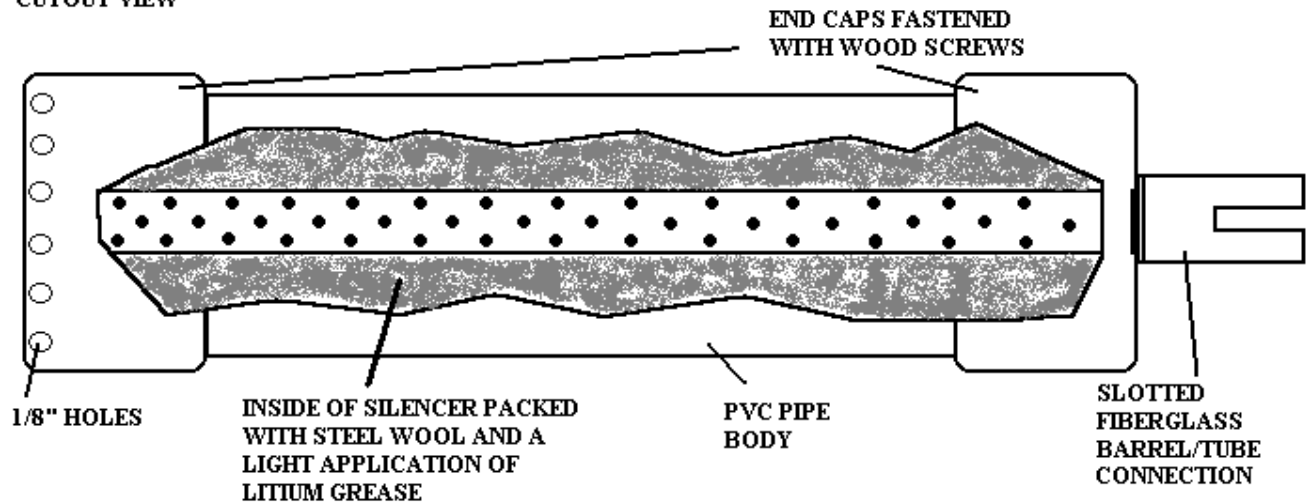
The brake line should push into and slightly stretch the rubber swipe. The swipe should not stick out past the face of the cap. Grind off the end of the brake line to get a perfect fit.

Unfold sections of steel wool and roll into long strands.

Apply white lithium grease to each strand before feeding them into the silencer tube in a circular motion. The white grease helps to cool the hot gasses of the muzzle blast, thereby reducing the loudness of the gunshot. Pack the steel wool tight with a stick, continue this until the silencer tube is completely full.

Replace the end cap with the three screws.

CUTOUT VIEW



Paint the finished silencer flat black and attach it to your weapon. Proper alignment can be ensured by using a hose clamp around the barrel extension behind the front sight. Test as described in the Silenced .22 LR Weapons.

This silencer can be counted on to function for over 300 rounds before it will be necessary to open it up and repack it with new steel wool and lithium grease.

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Weapons Caching

With gun-control hysteria running rampant throughout our White nations, it is now essential that the White Nationalist have a good understanding of how to successfully cache weapons for future use. The operative should consider caching all weapons which are not going to be put into immediate use. Weapons which have been used in an attack and pose a risk due to forensic evidence should also be either altered to change their characteristics (see [Forensic Firearms Evidence](#)) or cached.

Sections of 4", 6" or 8" SDR (Sanitary, Drain, Refuse) pipe will make excellent cache tubes. This type of tubing isn't cheap but is often left lying around at construction sites, ready to be "liberated". Be sure to use tubing with heavy wall thickness, at least 3/8". Cut the tubing to about 60" in length, this will allow



enough room for all but the longest rifles. Remember that a cache tube may have to be reused for different weapons so don't size the tube to fit a specific weapon. Slip-on type end caps are the best choice for sealing up the tube, avoid threaded caps or plugs as they are more expensive and tend to get fouled up with dirt, making them difficult to reopen after recovery of the cache.

Using epoxy or PVC cement, permanently seal up one end with an end cap and test to be sure the seal is airtight. This is best done

by placing the tube into water, sealed end down, and looking for leaks.

The next step is to prepare the weapons for caching. It is important to give the weapons a thorough coating with some type of thick, rust-preventative grease. There is some divergence of opinion on just what type to use but I would suggest that just about any type of thick grease



will do the job if the cache is for a short to medium duration (1-7 years). Don't be tempted to apply the grease too thickly, a thin coating will do just fine and will be MUCH easier to remove later (anyone who's experienced trying to remove grease from a cached weapon knows what I mean!). Care must be taken with telescopic or laser sights not to get grease into the optics or electronics. Keep the lens caps on and wrap the scope or laser with plastic bags and tape before applying grease to the weapon. Don't remove the scope from the weapon because it may be impossible for you to re-zero it back in later. Batteries should be removed from lasers before caching. Avoid disassembling weapons if possible as some small parts may become lost in the process. Be sure that ammunition is not exposed to contact with grease or oil as they can penetrate into the cartridge and make the ammunition useless. Seal ammunition into airtight containers or "ziplock" bags to reduce deterioration.

Silica gel can be added to the tube, along with the weapons, just before sealing as a further rust-preventative measure. This step

is not really necessary unless a very long-term cache is considered.

The tube is now sealed up with the other end cap. This can be done by either applying grease to the inside walls of the end cap and sliding it into place or by permanently cementing the end cap on. The cap should be cemented if a



very long term (10-30 years) cache is being considered or a very hostile environment, such as underwater or in a swamp, is chosen for the cache.

You are now ready to chose a location to place the cache. A soil auger will be

necessary if you intend to bury your cache tube underground. A manual soil auger is the best way to dig a vertical hole for the cache tube. Soil augers are used to dig fence post holes and are sold in 6"- 12" models. Soil augers are connected to a turning handle on top with a length of 3/4" pipe. The device will dig down to a depth of about four feet. At this depth, you will have to add a three foot extension to the pipe in order to dig down deep enough to bury a 60" tube one foot underground. Don't even consider burying your cache horizontally, it presents too

large a target for metal detectors. When buried underground, a cache tube will be nearly impossible to remove as the soil settles in around it. For this reason be sure that the permanently sealed end of the tube is place down into the hole. In this way you can access, remove or replace weapons in the tube without removing it from the ground.

Be sure to place your cache at quite a distance from your residence or retreat. At 100 feet distance any searchers must cover 31,400 square feet in order to conduct a thorough search, not a difficult task with modern metal detectors. At 200 feet the area become 125,600 square feet, still not an insurmountable task with the latest equipment and a dedicated team. Move out to 1000 feet and the area becomes 3.14 million square feet... almost 71 acres!! If the operative was to scatter old nuts, bolts, nails and other pieces of scrap metal throughout this area, even a very dedicated team with unlimited time and monetary resources would soon tire of false readings and move on to an easier case. A great place to hide a cache is right in the middle of a little-used rural dirt road. This way you can get to your cache quickly and easily while still having it located a great distance from your residence. In this case be sure to watch for any upcoming roadwork in the area as some construction worker may turn up your cache.

Some other good locations for your cache include; in grain bins and silos, piles of coal, gravel, firewood or boards, under pig pens and anywhere else that presents great difficulty to searchers.

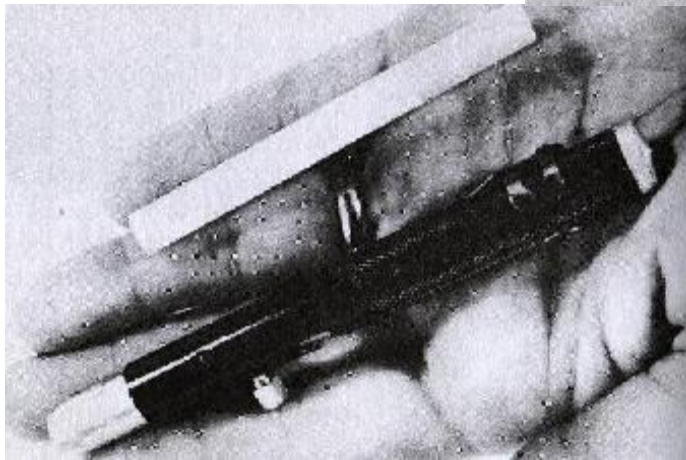
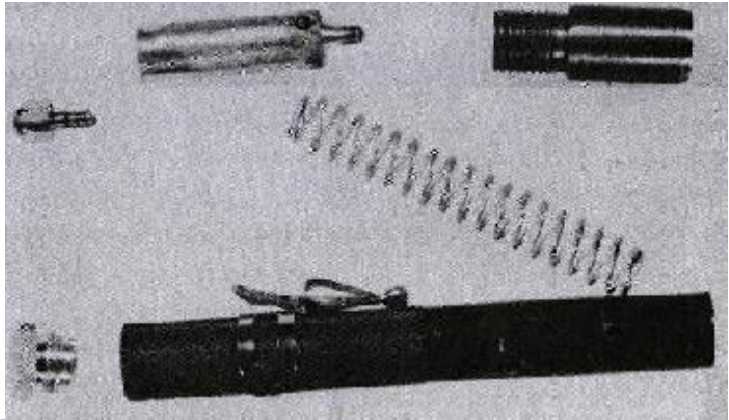
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Improvised Firearms

To be armed is your duty as a member of the White race and as a White activist. You should make every effort to obtain weapons, for your own defense, by legal means. This is an essential element in building the strength of our movement. We must be armed and remain armed even if laws are passed to outlaw civilian ownership of firearms. Even if you have no intention of taking up armed struggle during these early days of resistance it is absolutely imperative that you be equipped to fight when the time comes.

Weapons to be used in our struggle may have to be stolen, purchased from black market sources or improvised. The plans I have included will produce firearms which are much less reliable, powerful and accurate than commercially produced weapons. These improvised firearms serve a purpose not unlike the "Liberator" pistol (a .45 ACP single shot pistol made from cheap metal stampings which was air-dropped to partisans and resistance fighters by the US military during WWII) or the CIA "Deergun". (a 9mm single shot pistol made from cast and machined parts which saw limited use during the Vietnam war.) The idea is to arm those who would otherwise be unarmed and to provide them with the means to obtain weapons from enemy troops through assassination or ambush.



Another purpose of these improvised weapons is to provide a source of weapons, to be used for up-close assassination, which have no paper trail, serial numbers or markings of any type. The simplicity of these firearms means that

they can be, like the weapons pictured above, disguised as or concealed within umbrellas, canes, pens, tire-pressure gauges etc., creating very effective weapons of surprise and assassination. These weapons can be produced clandestinely by just about anyone – sure makes gun-control look like a big joke!... but let's not get too worked up about gun-control; anyone who is foolish enough to give up their guns shouldn't be armed anyway.

"Slap" 12-Gauge Zipgun

This is the simplest zipgun design, the are parts cheap, readily available and can be assembled in less than an hour. It can be fired and reloaded several times a minute and has a moderate kick. Loaded, it weighs about 2-1/4 pounds. Basic cost, under

\$5.00. It is made of common, galvanized plumbing pipe, obtained from a hardware store, plumbing supply store or even junkyard.

Materials Required:

1" Pipe 6" in length, threaded on one end.

1" Pipe-cap

3/4" Pipe 10" in length.

1" Dowel

No. 16 nail

1-1/8" Circle of thin cardboard

First try to insert the 3/4" pipe into the 1" pipe. It must slide through every time with no sticking or slowing. Make a reamer from 7" or 8" of your 1" dowel. Cut a piece 5 x 3-1/16" from a sheet of emery cloth, wrap it around the dowel and glue it in place.

When you buy your dowel take the 1" pipe and make sure the dowel goes in with some space to spare. If the dowel fits exactly, it's too big and you'll have to choose the next size down.

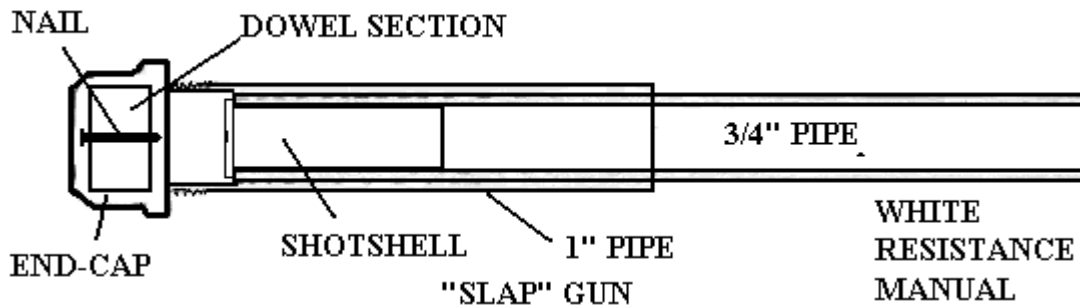
Use the reamer to enlarge the inside of the 1" pipe. Move it in and out of the 1" pipe along the sides a few times to get rid of any burrs or uneven areas. Try the 3/4" pipe again and if it won't fall through without slowing, do it again until it will. Go over the outside of the 3/4" pipe, a few times with the emery cloth.

Next make the hammer. First cut a 1/2" piece of the dowel. Choose a drill the same width as the No. 16 nail and drill a hole through the exact center of the dowel piece. With a hacksaw, cut the nail 5/8 of an inch past the head. Then cut a 1-1/8" wide circle of thin cardboard and with the nail point, punch a hole in its middle. Push the nail section through the dowel hole and push the cardboard over its end with the rough side on top. Next push the hammer unit into the cap, cardboard side up. The cardboard is to keep the dowel and hammer in the cap. In order to disassemble, just pick the hammer unit out by the nail.

Screw the cap on, put a 12 gauge shell in the 3/4" pipe, put the 3/4" pipe in the 1" pipe and it's ready to fire. Hold the 1" end-cap in the right hand and with the left hand slam the 3/4" pipe backwards to fire. Pull the 3/4" pipe out to reload.

This weapon can be improved by using a machine screw, nut and washer as the hammer assembly. Sharpen the machine screw to a shallow point and push it through the end cap then fasten it on the inside of the cap with the nut and washer. Cut a thumb groove in the rim of the 3/4" pipe to allow spent shells to be pulled out with the thumbnail.

Don't be tempted to fire 3" or 3-1/2" magnum loads in this weapon. For safety's sake stick with the 2-3/4" shells, the extra power of the magnums is just wasted in a weapon with a short barrel and no chamber anyway. This weapon is reliable only at very close range.



Simple Improvised 9mm (or .38 caliber) Pipe Pistol

A very simple 9 mm pistol can be made from 1/4" steel gas or water pipe and fittings. These plans can be modified to allow the use of just about any handgun or shotgun cartridge. I would discourage the use of very powerful loading such as the .44 magnum, .357 magnum or 12 gauge 3 1/2" magnum shells in these weapons. These more powerful cartridges will be dealt with in the section concerning [Improvised Rifles](#).

Materials Required:

1/4" nominal size steel pipe 4 to 6 inches long with threaded ends.

1/4" Solid pipe plug

Two (2) steel pipe couplings

Metal strap - roughly 1/8" x 1/4" x 5"

Two (2) elastic bands

Flat head nail - 6D or 8D (approx. 1/16" diameter)

Two (2) wood screws #8

Wood 8" x 5" x 1"

Drill

1/4" wood or metal rod, (approx. 8" long)

Procedure:

1. Carefully inspect pipe and fittings.
 - a. Make sure that there are NO cracks or other flaws in the pipe or fittings.
 - b. Check inside diameter of pipe using a 9 mm cartridge as a gauge. The bullet should closely fit into the pipe without forcing but the cartridge case SHOULD NOT fit into pipe.
 - c. Outside diameter of pipe MUST NOT BE less than 1 1/2 times bullet diameter (.536 inches; 1.37 cm)
2. Drill a 9/16" (1.43 cm) diameter hole 3/8" (approx. 1 cm) into one coupling to remove the thread. Drilled section should fit tightly over smooth section of pipe.
3. For a 9mm weapon, drill a 25/64" (1 cm) diameter hole 3/4" (1.9 cm) into pipe. Use cartridge as a gauge; when a cartridge is inserted into the pipe, the base of the case should be even with the end of the pipe. The barrel is now chambered for 9mm Thread coupling tightly onto pipe, drilled end first.
4. For a .38 caliber weapon, drill a 25/64" (1 cm) diameter hole 1-1/8" (2.86 cm) into pipe. Use cartridge as a gauge; when a

cartridge is inserted into the pipe, the shoulder of the case should butt against the end of the pipe. The barrel is now chambered for .38. Thread coupling tightly onto pipe, drilled end first.

5. Drill a hole in the center of the pipe plug just large enough for the nail to fit through.

NOTE: Hole MUST be centered in plug.

6. Push nail through plug until head of nail is flush with square end. Cut nail off at other end 1/16" (.158 cm) away from plug. Round off end of nail with file.

7. Bend metal strap to "U" shape and drill holes for wood screws. File two small notches at top.

8. Saw or otherwise shape 1" (2.54 cm) thick hard wood into stock.

9. Drill a 9/16" diameter (1.43 cm) hole through the stock. The center of the hole should be approximately 1/2" (1.27 cm) from the top.

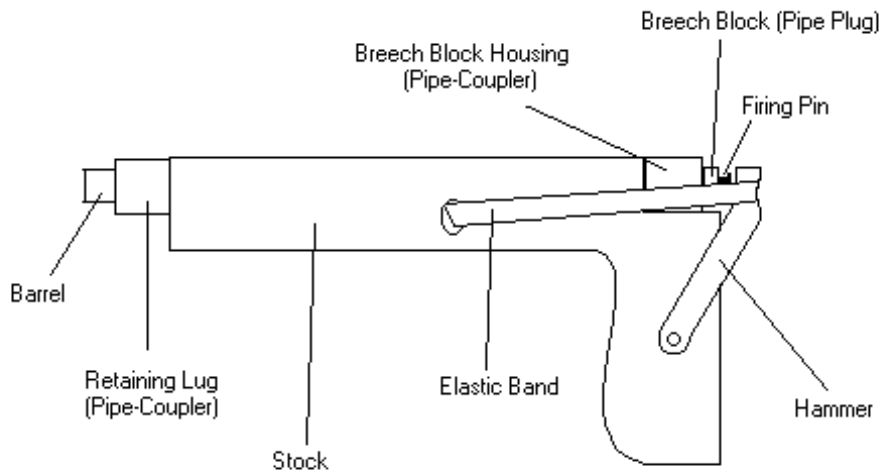
10. Slide the pipe through this hole and attach front coupling. Screw drilled plug into rear coupling.

NOTE: If 9/16" drill is not available cut a "V" groove in the top of the stock and tape pipe securely in place.

11. Position metal strap on stock so that top will hit the head of the nail. Attach to stock with wood screw on each side.

12. String elastic bands from front coupling to notch on each side of the strap.

Simple Pipe Pistol Design



WHITE RESISTANCE MANUAL

Test Fire This Weapon Before Hand Firing;

1. Locate a barrier such as a stone wall or large tree which you can stand behind in case the pistol ruptures when fired.
2. Mount pistol solidly to a table or other rigid support at least ten feet in front of the barrier.
3. Attach a cord to the firing strap on the pistol.
4. Holding the other end of the cord, go behind the barrier.
5. Pull the cord so that the firing strap is held back.
6. Release the cord to fire the pistol. (If pistol does not fire, shorten the elastic bands or increase their number.)

Important: Fire at least five rounds from behind the barrier and then re-inspect the pistol before you attempt to hand fire it.

Pistol Operation:

1. To Load:

- a. Remove plug from rear coupling.
- b. Place cartridge into pipe.
- c. Replace plug making sure it is seated against rear of cartridge case.

2. To Fire:

- a. Pull strap back and hold with thumb until ready.
- b. Release strap to fire.

3. To Remove Shell Case:

- a. Remove plug from rear coupling.
- b. Insert 1/4" diameter steel or wooden rod into front of pistol and push shell case out.

22 LR or .22 short Improvised Pipe Pistol

Using the above plans a .22 Caliber pistol can be made from 1/8" nominal diameter extra heavy, steel gas or water pipe and fittings. Lethal range is approximately 33 yards (30 meters). This is also a rimmed cartridge so a chamber isn't necessary but a tighter and more powerful weapon will be produced if a chamber is reamed. To produce a chamber, drill a 15/64" (1/2 cm) diameter hole 9/16" (1-1/2 cm) deep in pipe for a .22 LR. (If a .22 short cartridge is used, drill hole 3/8" (1 cm) deep). When a cartridge is inserted into the pipe, the shoulder of the case

should butt against the end of the pipe. The firing pin hole must be drilled off center because this is a rimfire weapon. Also the firing pin should be filed like a slot or flathead screwdriver with two flat surfaces opposite each other converging in a rounded point. This will provide more positive function. Spent cartridges will become jammed so a 1/8" wooden dowel will be required to force them out before reloading.

Materials Required:

Steel pipe, extra heavy, 1/8" (3 mm) nominal diameter and 6" (15 cm) long with threaded ends (nipple)

Solid pipe plug, 1/8" (3 mm) nominal diameter

2 steel pipe couplings, 1/8" (3 mm) nominal diameter

Metal strap, approximately 1/8" x 1/4" x 5" (3 mm x 6 mm x 125 mm or 12-1/2 cm)

Elastic bands

Flat head nail - 6D or 8D (approximately 1/16" (1-1/2 mm) diameter

2 wood screws, #8

Hard wood, 8" x 5" x 1" (20 cm x 12-1/2 cm x 2-1/2 cm)

Drill

Wood or metal rod, 1/8" (3 mm) diameter and 8" (20 cm) long

Saw or knife

Carbine (7.62 mm NATO)

A rifle caliber weapon can be made from water or gas pipe and fittings. Standard NATO 7.62mm (.308) cartridges are used for ammunition. Great caution must be used with this weapon and I must be honest and admit that I have not even attempted to make a weapon which fires high-powered rifle ammunition out of water or gas pipes and fittings. I would recommend acquiring a 20" length of seamless (DOM) steel tubing to fabricate the barrel for this weapon. A steel supplier will have this type of tubing but be sure to ask for DOM (drawn over mandrel) seamless tubing. Be sure it's a good quality steel for this type of use. Ask for 4140 or 4130 steel. If you are questioned as to what the tubing is to be used for you should respond that you are replacing a part for a high-pressure boiler or hydraulic system. A standard pipe-die can be used to cut the threading on one end of the barrel. If you are unable to obtain seamless tubing then you should get a 20" length of water pipe, the 1/4" barrel pipe should fit inside this pipe and epoxy can be used to fasten it within the larger pipe. This will double the strength of the barrel. Make sure to leave enough of the threading on the 1/4" pipe exposed to allow it to be mated securely with the coupler.

Materials Required:

Wood approximately 2" x 4" x 30"

1/4" nominal size iron water or gas pipe 20" long threaded at one end.

3/8" to 1/4 reducer

3/8" x 1-1/2" threaded pipe

3/8" pipe coupling

Metal strap approximately 1/2" x 1/16" x 4".

Twine, heavy (100 yards approx.) and Shellac or duct tape or metal strapping and screws

3 wood screws and screwdriver

Flat head nail about 1" long

Hand drill

Saw or knife

File

Pipe wrench

Elastic bands

Solid 3/8" pipe plug

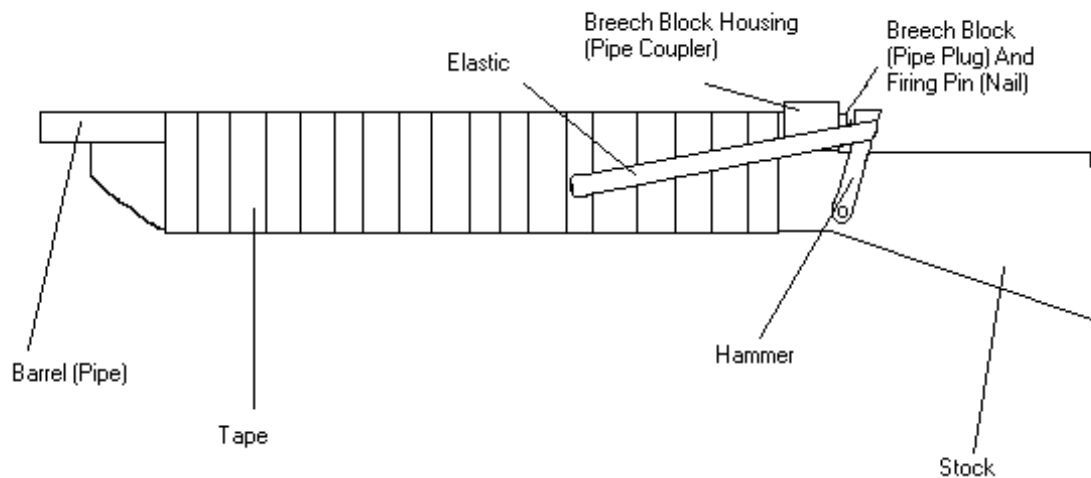
Procedure:

1. Inspect pipe and fittings carefully.
 - a. Be sure that there are NO cracks or flaws.
 - b. Check inside diameter of pipe. A 7.62 mm projectile should fit into 3/8" pipe.
2. Cut stock from wood using saw or knife.

3. Cut a 1/4" deep "V" groove in top of the stock.
4. Fabricate rifle barrel from pipe.
 - a. File or drill inside diameter of threaded end of 20" pipe for about 1/4" so neck of cartridge case will fit in.
 - b. Screw reducer onto threaded pipe using pipe wrench.
 - c. Screw short threaded pipe into reducer.
 - d. Turn 3/8 pipe coupling onto threaded pipe using pipe wrench. All fittings should be as tight as possible. Do not split fittings.
5. Coat pipe and "V" groove of stock with shellac or lacquer. While still wet, place pipe in "V" groove and wrap pipe and stock together using two layers of twine. Coat twine with shellac or lacquer after each layer. Duct tape or metal strapping secured with wood screws can also be used to fasten the barrel to the stock.
6. Drill a hole through center of pipe plug large enough for nail to pass through.
7. File threaded end of plug flat.
8. Push nail through plug and out of threaded end 1/32" (2 mm) past the plug.
9. Screw plug into coupling.
10. Bend 4" metal strap into "L" shape and drill hole for wood screw. Notch metal strap on the long side 1/2" from bend.

11. Position metal strap on stock so that top will hit the head of the nail. Attach to stock with wood screw.

12. Place screw in each side of stock about 4" in front of metal strap. Pass elastic bands through notch in metal strap and attach to screw on each side of the stock.



**WHITE
RESISTANCE
MANUAL**

Simple Pipe-Rifle/Shotgun Design

Simple Improvised 12 gauge Shotgun

A 12-gauge shotgun can be made with the above plans from 3/4" water or gas pipe and fittings. It will not be necessary to bore a chamber in this weapon because the 12 gauge shell is a rimmed cartridge and the rim will shoulder up against the end of the pipe. The firing pin hole should be drilled dead center in the plug and the firing pin should be made from a larger nail, up to about 1/8". This weapon can be built as a pistol with a short barrel or with a long barrel (around 20" or so) and a full length stock. In the latter case the weapon can be fastened to the stock

with metal strapping and screws or even with duct tape. Don't be tempted to experiment with any magnum loads in this weapon, just stick with standard 2 ¾" shells. You will need some sort of stick or dowel to force spent shells out of this weapon as they tend to become quite jammed in the chamber after firing.

Materials Required:

Wood 2" x 4" x 32"

¾" nominal size water or gas pipe 20" to 30" long threaded on one end.

¾" steel coupling

Solid ¾" pipe plug

Metal strap (¼" x 1/16" x 4")

Duct tape or metal strapping and screws

3 wood screws and screwdriver

Flat head nail 6D or 8D

Hand drill

Saw or knife

File

Elastic Bands

Note:

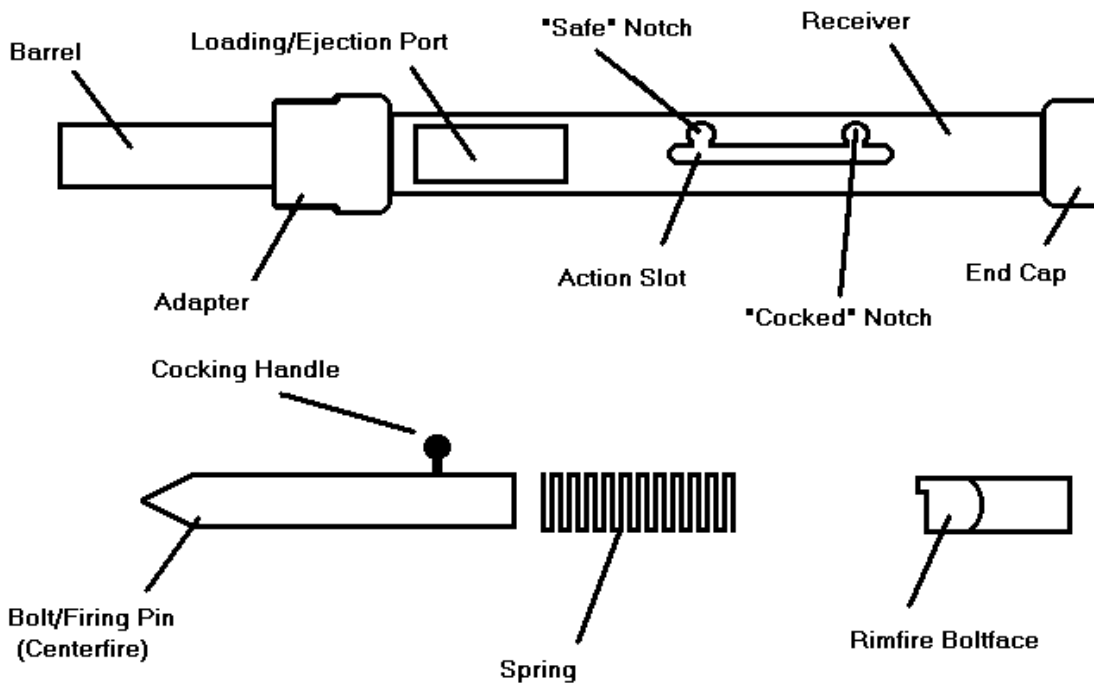
Some of you will recognize these simple, improvised firearm, designs from the FM 31-210 Improvised Munitions Handbook. I have added some ideas to make the instructions easier to follow and the final product safer. I have also provided some drawings which detail the finished product. The simplicity of this design was likely the key factor in its being included in the FM 31-210, however it has some serious drawbacks. It is very dangerous in that it is prone to accidental discharge upon dropping or other impact. It has no safety and the firing pin is held in place with only the forward pressure of the elastic upon the hammer. If the pipe plug is not tightened down far enough the backward movement of the fired cartridge could push and eject the firing pin at high speed into the shooter's eye. The potential for injury increases further with the possibility of a ruptured primer. This occurs when the firing pin pierces the primer allowing the propellant gasses the vent out of the back of the cartridge; in the case of this firearm design a ruptured primer would force the firing pin out at very high speed into the face of the shooter. With caution these risks can be reduced. Remember these precautions;

- Always be sure the pipe plug is tightened until it contacts the back of the cartridge when loading, allowing no room for backward movement of the cartridge.
- Be sure that the elastic tension upon the hammer is not too excessive, just enough to reliably fire the weapon.
- Be sure that the firing pin is not sharpened or too long as this can cause rupture of the primer.

- Don't carry or store these weapons loaded unless absolutely necessary.

I have experimented extensively with improvised firearms and have produced a number of functioning weapons including some magazine-fed semi and fully automatic models with rifled barrels. The plans for these are much too complex and the tools and skills required prevent me from including them in this work as they can in no way be considered "improvised" even though they are homemade. I have however, included plans for an improved version of the simple pipe gun which has a trigger-like mechanism, a simple safety and can be built with a bolt-action design, allowing faster and simpler reloading.

Improved Pipe Gun Design



WHITE RESISTANCE MANUAL

This design can be adapted to fire just about any cartridge the operative chooses, bearing in mind the requirement for stronger materials if very powerful loads are used.

Construction:

A barrel section can be made from a length of threaded pipe which has an internal diameter which is equal to the diameter of the bullet to be fired. The bullet section should fit snugly into the barrel but the cartridge case should not. As always this pipe should be inspected for flaws and cracks. Cut this pipe to the desired length leaving one threaded end. The threaded end will be the chamber and the other end the muzzle.

The barrel must next be chambered for the cartridge to be used. Use a drill bit which has the same outside diameter as the cartridge case. Use this bit and drill into the chamber end of the barrel to a depth equal to the length of the cartridge case. Use a cartridge as a gauge; rimless cartridges should fit into the chamber right up to the base of the cartridge, rimmed cartridges should fit into the chamber until the rim shoulders up against the end of the pipe.

A pipe adapter is required which will adapt the barrel pipe to the receiver pipe. Pipe adapters are available which will couple just about any pipe size with a pipe one size larger or smaller.

The chambered barrel should be tightly screwed into the adapter.

Next a receiver pipe must be selected which will usually be one size larger than the barrel pipe and either 4" or 6" in length, depending on the length of the cartridge and threaded on each end. Check this pipe to be sure that a cartridge case can slide freely inside it. If it is too tight a file or length of wooden dowel with sandpaper glued to it can be used to ream it out slightly.

Cut the loading/ejection port in the receiver pipe. This port should have dimensions slightly larger than the cartridge to be used. Use a cartridge to check that it can be loaded and unloaded through this port.

Next the action slot should be cut. This slot should be cut in line with the loading/ejection port and should be made slightly longer than the total length of the cartridge. This slot guides the movement of the cocking handle and should, therefore, be made

as straight, even and smooth as possible and should be wide enough for the cocking handle to move easily along its path.

The bolt for this weapon is made from a length of drill rod or similar material which has an outside diameter slightly less than the inside diameter of the receiver pipe. First tightly screw an end cap, of the appropriate size, to the end of the receiver pipe. Next place a compression spring, of sufficient power, into the receiver tube and force it down as far as it will go with one end of the bolt rod. Using a scribe, mark a line on the bolt rod where it meets the rearmost part of the loading/ejection port. This will be where the bolt must be cut off to allow the weapon to operate properly. Next mark a point on the bolt about 1/4" up from the rearmost part of the action slot. This will be the point where a hole is drilled to accept the cocking handle. Remove the rod and cut it at the marked line. If a centerfire cartridge is to be used file or grind this cut end of this rod to a shallow, dead-center point as indicated in the diagram. For a rimfire cartridge, grind the bolt to look like a flathead screwdriver, then remove 3/4 of this point leaving one side with a protruding point as in the diagram. Next drill a hole at the point where the cocking handle will go. Drill this hole 3/4 of the way through the rod. If you have access to a tap and die you can use the appropriate drill bit which will allow tapping of this hole so that a threaded cocking handle can be used. Otherwise simply use a drill bit of the same diameter as the cocking handle and affix it later with epoxy. If epoxy is used, the weapon cannot be cleaned properly and a broken spring or firing pin will be difficult to replace.

The cocking handle can be made from a small drill bit or other small piece of steel rod. It should only protrude from the weapon about 1/4".

Place the bolt into the receiver and temporarily insert the cocking handle. Force the bolt back against the compression spring as far as it will go and mark a spot beside this point on the receiver adjacent to action slot. This will be the location for the "Cocked" position notch. Place a spent shell into the chamber and allow the bolt to be pushed forward slowly by the compression spring until it is touching the primer of the chambered case. Mark a point on the receiver beside the cocking handle and adjacent to the action slot. This will be the location for the "Safe" position notch.

Remove the bolt and then drill holes at the point marked with a drill bit slightly larger than the diameter of the cocking handle.

Next replace the bolt and affix the cocking handle, if epoxy is to be used it can be applied now.

Tightly screw the receiver into the adapter.

Some final fitting may be necessary to get this weapon to function reliably.

Test fire this weapon with the same caution as with other improvised firearms.

Match Gun

An improvised firearm can be built using safety match heads as the propellant and a metal object as the projectile. Lethal range is about 40 yards (36 meters). This weapon is very simple to construct and is well suited for use as a booby trap.

Materials Required

Metal pipe 24" (61 cm) long and 3/8" (1 cm) in diameter (nominal size) or its equivalent, threaded on one end.

End cap to fit pipe

Safety matches - 3 books of 20 matches each.

Wood - 28" x 4" x 1" (70 cm x 10 cm x 2.5 cm)

Safety fuse OR "Strike-anywhere matches" (2)

Electrical tape or string

Metal strap, about 4" x 12" and 1" x 3/16" (10 cm x 6 mm x 4.5 cm)

2 rags, about 1" x 12" and 1" x 3" (2-1/2 cm x 30 cm and 2-1/2 cm x 8 cm)

Wood screws

Metal object (steel rod, bolt with head cut off, etc.), approximately 7/16" (11 mm) in diameter, and 7/16" (11 mm) long if iron or steel, 1-1/4" (31 mm) long if aluminum, 5/16" (8 mm) long if lead. A large ball bearing, of the appropriate size, will fly straighter than a cylindrical object.

Metal disk 1" (2-1/2 cm) in diameter and 1/16" (1-1/2 mm) thick

Bolt, 3/32" (2-1/2 mm) or smaller in diameter and nut to fit

Saw or knife

Procedure

1. Carefully inspect pipe and fittings. Be sure that there are NO cracks or other flaws.
2. Drill small hole in center of end cap. If safety fuse is used, be sure it will pass through this hole.
3. Cut stock from wood using saw or knife.
4. Cut 3/8" (9-1/2 mm) deep "V" groove in top of stock.
5. Screw end cap onto pipe until finger tight.
6. Attach pipe to stock with string or tape.
7. Bend metal strap into "L" shape and drill holes for wood screw. Notch metal on long side 1/2" (1 cm) from bend.
8. Position metal strap on stock so that the top will hit the center of hole drilled in end cap.
9. Attach metal disk to strap with nut and bolt. This will deflect blast from hole in end cap when gun is fired. Be sure that head of bolt is centered on hole in end cap.
10. Attach strap to stock with wood screws.
11. Place screw on each side of stock about 4" (10 cm) in front of metal strap. Pass elastic bands through notch in metal strap and attach to screw on each side of stock.

Operation

1. Cut off match heads from 3 books of matches with knife. Pour match heads into pipe.
2. Fold one end of 1" x 12" rag 3 times so that it becomes a 1" square of 3 thicknesses. Place rag into pipe to cover match heads, folded end first.

Tamp firmly WITH CAUTION.

3. Place metal object into pipe. Place 1" x 3" rag into pipe to cover projectile. Tamp firmly WITH CAUTION.
4. Carefully cut off tips of heads of 2 "strike-anywhere" matches with knife.
5. Place one tip in hole in end cap. Push in with wooden match stick.
6. Place second match tip on a piece of tape. Place tape so match tip is directly over hole in end cap.
7. When ready to fire, pull metal strap back and release.

When safety fuse is available: (Recommended for Booby Traps)

1. Remove end cap from pipe. Knot one end of safety fuse. Thread safety fuse through hole in end cap so that knot is on inside of end cap.
2. Follow steps 1 through 3 above.
3. Tie several matches to safety fuse near outside of end cap.

NOTE: Bare end of safety fuse should be inside match head cluster.

4. Wrap match covers around matches and tie. Striker should be in contact with match bands.

5. Replace end cap on pipe.

6. When ready to fire, pull match cover off with strong, firm, quick motion.

Test fire as with other Improvised Firearms

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Modified Ammunition

Hollow-Point Ammo

Many jurisdictions outlaw the sale or possession of handgun caliber hollow-point ammo. It is a simple matter to make your own.

First file the point of the bullet flat without removing too much material then chuck the round into a drill (preferably a drill-press). Use a vice to hold a drill bit of the appropriate size and then ream a hole in the dead center of the bullet. Be careful not the drill too deeply.

You may want to increase the expansion of the bullet by taking a sharp knife and marking criss-crossed cuts on the rim of the bullet's hollow point.

Poisoned Ammo

The hollow-point cavity of a bullet can be filled with any strong poison such as ricin and then sealed with melted wax. This trick is well suited for close-up selective assassination work. Consult the [poisons](#) section for details on producing suitable toxins for this application.

Hotloads

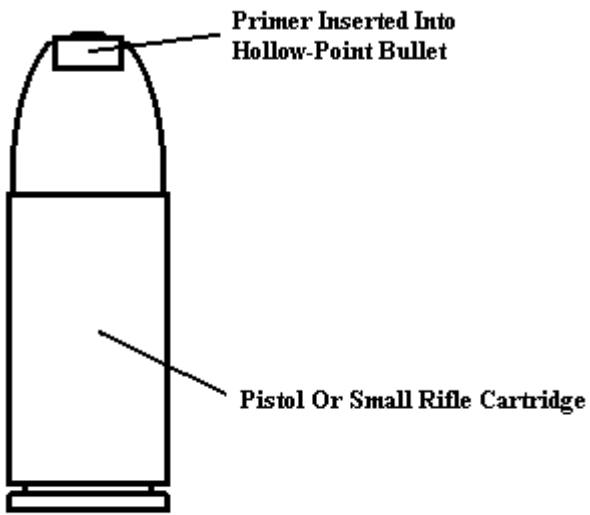
A hotload is a type of modified ammunition which explodes upon impact with the target, causing horrific, gaping wounds

and increasing the lethality of each shot. The hotload is produced with hollow point ammunition, primers and epoxy. Ammunition primers are available wherever reloading supplies are sold and come in a variety of sizes.

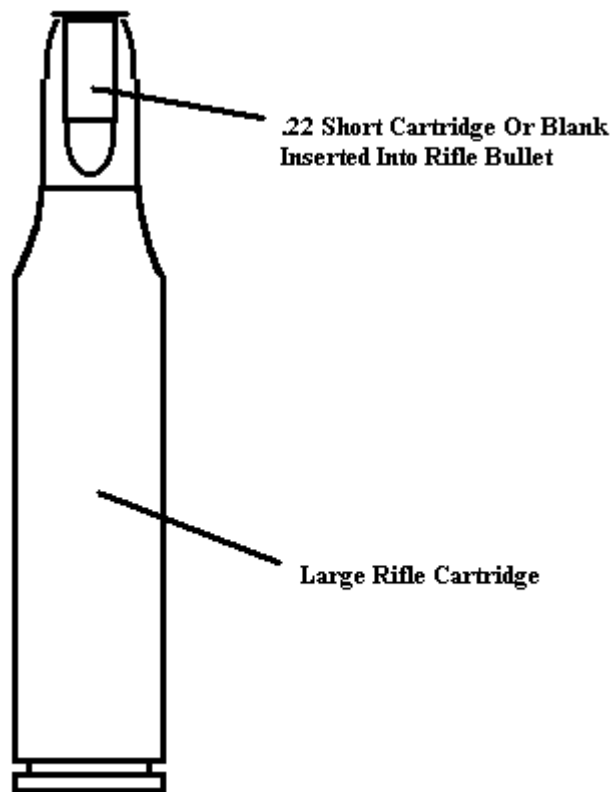
First determine what size of primer will fit into the cavity of the hollow point bullet. You may have to ream out the cavity slightly in order to get the primer to fit neatly.

Next simply epoxy the primer into the hollow point bullet, being careful to keep everything neat and even in order not to excessively affect the bullet's flight stability. Changing a bullet in this way will change its ballistic characteristics. The operative will have to be familiar with how the hotload ammunition will perform before attempting to use it for long-range sniper work. Hotloads are ideal for close up work with handguns or submachineguns.

An even more powerful hotload can be produced by inserting a .22 short or blank round, primer end forward, into the drilled out cavity of a large rifle bullet or a rifled slug. These will make a real mess!



Small Caliber Hotload



Large Caliber Hotload

Shotshell Dispersion Control

When desired, a shotshell can be modified to reduce shot dispersion, keeping the shot in a tighter pattern. This is very useful when buckshot loads are unavailable and only bird and small game loads are at hand.

Procedure

1. Carefully remove crimp from shotshell using a screwdriver or knife.

NOTE: If cartridge is of roll-crimp type, remove top wad.

2. Pour shot from shell.

3. Replace one layer of shot in the cartridge. Pour in a filler material, such as flour, to fill the spaces between the shot.

4. Repeat Step 3 until all shot has been replaced.

5. Replace top wad (if applicable) and re-fold crimp.

6. Roll shell on flat surface to smooth out crimp and restore roundness.

7. Seal end of case with wax.

Notes

This round is loaded and fired in the same manner as standard shotshell. The shot spread will be about 2/3 that of a standard round.

Improvised Ammunition

It is possible to make firearm or 40mm grenade launcher ammunition from recycled ammunition components. The increasing pressure for gun control in our Nations means that purchasing ammunition without a paper trail may not always be possible.

Reusable Primer

Small arms ammunition primers can be re-used with the following method.

Materials Required:

Cartridge case

2 long nails having approximately the same diameter as the inside of the primer pocket

"Strike-anywhere" matches - 2 or 3 are needed for each primer

Procedure

1. File one nail to a needle point so that it is small enough to fit through hole in primer pocket.
2. Place cartridge case and nail between jaws of vise. Force out fired primer with nail.
3. Remove anvil from primer cup.

4. File down point of second nail until tip is flat.
5. Remove indentations from face of primer cup with hammer and flattened nail.
6. Using a knife, cut off tips of the heads of the "strike-anywhere" matches. Carefully crush the match tips on dry surface with a wooden match stick until the mixture is the consistency of sugar.

CAUTION: Do not crush more than 3 match tips at one time as the mixture may explode.

7. Pour mixture into primer cup. Compress mixture with wooden match stick until primer cup is fully packed.
8. Place anvil in primer pocket with legs down.
9. Place cup in pocket with mixture facing downward.
10. Place cartridge case and primer cup between vise jaws, and press slowly until primer is seated into bottom of pocket. The primer is now ready to use.

Cartridge

The improvised primer above can be coupled with this improvised cartridge. If the operative has access to a reloader's press and bullet dies it is preferable to produce ammunition in the standard way rather than using the following process.

Materials Required:

Empty cartridge, be sure that it is not too deformed to fit inside gun.

Threaded bolt that fits into neck of cartridge at least 1-1/4" (3 cm) long.

Safety or "strike-anywhere" matches (about 58 matches are needed for 7.62 mm cartridge)

Rag wad (about 3/4" (1-1/2 cm) square for 7.62 mm cartridge)

Knife

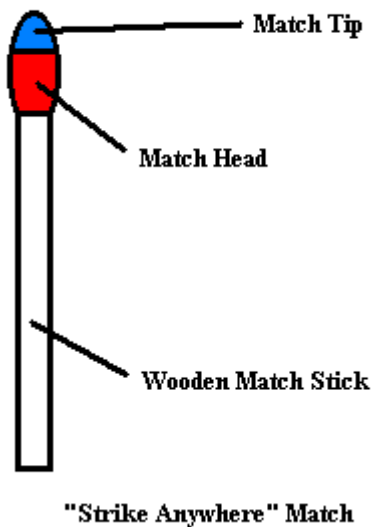
Saw

NOTE: Number of matches and size of rag wad depend on particular cartridge used.

Procedure:

1. Remove coating on heads of matches by scraping match sticks with knife.

CAUTION: If wooden "strike-anywhere" matches are used, cut off tips first. Discard tips or use for Reusable Primer.



2. Fill previously primed cartridge case with match head coatings up to its neck. Pack evenly and tightly with match stick.

CAUTION: Remove head of match stick before packing. In all packing operations, stand off to the side and pack gently. Do not hammer.

3. Place rag wad in neck of case. Pack with match stick from which head was removed.

4. Saw off head end of bolt so remainder is approximately the length of the standard bullet.

5. Saw bolt in cartridge case so that it sticks out about the same length as the original bullet.

NOTE: If bolt does not fit snugly, force paper or match sticks between bolt and case, or wrap tape around bolt before inserting in case.

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Explosives:

An explosive is any solid, liquid, or gas that when subjected to stimuli such as shock or heat undergoes a rapid chemical reaction and converts into gaseous form. This chemical reaction releases heat and pressure equally in all directions. Explosives fall into three categories, low explosives, high explosives and primary explosives according to the detonating velocity or speed at which the chemical reaction takes place as well as their role in the reaction. I recommend that the operative read the US Army FM 5-250, which is an excellent resource of information on the handling and application of military and commercial explosives.

Low Explosives

Low explosives change from a solid to a gaseous state relatively slowly over a sustained period of time (up to 1,300 feet per second). These are generally the easiest explosives to manufacture. The effect that occurs in low explosives when they are ignited is called "deflagration" which is actually a very rapid burning rather than the "detonation" which occurs in high explosives. Low explosives are usually ignited by a spark or flame. Because of their slow burning explosion they must be confined in a strong container in order to produce a powerful blast. If ignited without proper containment they produce flame and smoke but no explosion.

Low explosives are really only effective against soft targets such as light buildings, unarmored vehicles and, of course, personnel. Examples of low explosives are Black powder, Smokeless powder, and Chlorate powder.

High Explosives

Unlike low explosives, high explosives undergo a "detonation" when initiated. This detonation is an almost instantaneous chemical reaction at a speed of between 3,000 and 28,000 feet per second depending on the type of explosive. A blasting cap or detonator is required to initiate this reaction. A "low order" detonation may occur when an insufficiently powerful detonator is used or when the explosive mass is loose or degraded. Characteristics of a "low order" detonation include relatively little blast, lots of smoke and little target damage.

High explosives are essential for effective attacks on buildings, armored vehicles, bridges and most other modern infrastructure. Examples of high explosives are TNT, Dynamite and C-4.

Primary Explosives:

Primary explosives are highly sensitive compounds which are used in detonators and small arms primers. They are easily detonated by heat, spark, impact and friction. Because of this sensitivity they are only used in small amounts, usually less than a gram, in detonators. This tiny amount of explosive is used to initiate a larger charge of less-sensitive explosive, the "base" or booster charge, in a blasting cap. This base charge, in turn, has sufficient energy output to detonate the main explosive charge or, in some cases, a secondary booster, if an extremely insensitive explosive (such as ANFO) is used.

Examples of primary explosives are HMTD, lead azide and mercury fulminate.

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Improvised Explosives:

Safety

Manufacturing explosives is extremely dangerous. Homemade explosives are far more sensitive and unpredictable than commercially available ones. One must approach the preparation and handling of explosives with great care. Here is a list of some equipment you must have to make these operations as safe as possible.

Goggles – Eye protection is a must. Not only are most of the chemicals potentially damaging, but the risk of accidental fire and/or explosion is very real. Most hardware stores sell safety goggles.

Gloves – Be sure to use rubber gloves when handling and mixing explosives especially when working with acids and oxidizers. Consider a pair of welder's gloves when handling particularly sensitive compounds such as flash powder.

Apron – An apron will give you some protection against chemical splashes and fires.

Fire Extinguisher – This is an absolute must for obvious reasons.

Respirator – Get a good quality respirator as most of the dusts and chemical fumes you will be exposed to are quite toxic. Be sure to select a cartridge type respirator and not one of those cheap paper masks.

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Improvised Low Explosives:

Low explosives are simple combinations of two or more ingredients, one of which will be an oxidizer and another a fuel. I have included a few low explosive mixtures here, chosen on the basis of ease of manufacture (none of these require anything more than mixing of the ingredients) and availability of ingredients.

Low Explosive Mixtures (measurements are by weight)

Chlorate Powder-

1 part potassium chlorate or sodium chlorate

1 part sugar

Flash Powder-

4 parts potassium Perchlorate

1 part aluminum powder

1 part sulfur

or

7 parts potassium Perchlorate

5 parts aluminum powder

Firecracker Powder-

6 parts potassium nitrate

3 parts aluminum powder

1 part sulfur

or

4 parts potassium nitrate

1 part aluminum powder

1 part sulfur

or

2 parts potassium chlorate

1 part aluminum powder

1 part sulfur

or

5 parts potassium nitrate

2 parts aluminum powder

3 parts sulfur

Permanganate Powder-

3 parts potassium permanganate

2 parts aluminum powder

Ammonpulver-

4 parts finely powdered ammonium nitrate

1 part charcoal

Potassium Nitrate Production:

Potassium nitrate (saltpeter) can usually be found on the civilian market. It is used as a fertilizer supplement, a diuretic and for stump removal. If you can't obtain any it can be extracted from nitrate bearing soil. The yield ranges from .1 to 10% by weight, depending on the fertility of the soil.

Sources:

Nitrate bearing earth or other soil containing old decayed materials, about 3-1/2 (13-1/2 liters) gallons vegetable or animal matter.

Manure piles which have been left to sit for several months.

Earth from old burial grounds.

Decayed stone or mortal buildings.

Foundations.

Caves.

Materials Required:

Fine wood ashes, about 1/2 cup totally burned whitish wood ash powder.

Bucket or similar container about 5 gallons (19 liters) in volume (plastic, metal, or wood)

2 pieces of finely woven cloth, each slightly larger than bottom of bucket

Shallow pan or dish, at least as large as bottom of bucket

Shallow heat resistant container (ceramic, metal, etc.)

Water - 1-1/3 gallons (6-3/4liters)

Alcohol about 1 gallon (4 liters) (rubbing alcohol, etc.)

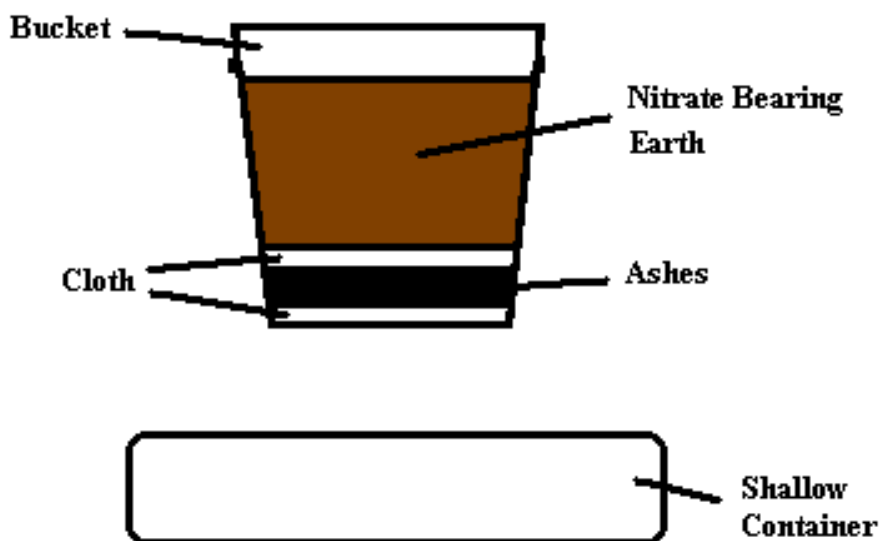
Heat source (fire, electric heater, etc.)

Note: Only the ratios of the ingredients are important. Thus, for twice as much potassium nitrate, double quantities used.

Procedure:

1. Punch holes in bottom of bucket. Spread one piece of cloth over holes inside of bucket.
2. Place wood ashes on cloth and spread to make a layer about the thickness of the cloth. Place second piece of cloth on top of ashes.
3. Place dirt in bucket.

4. Place bucket over shallow container..



Potassium Nitrate Production

5. Boil water and pour it over earth in bucket a little at a time. Allow water to run through holes in bucket into shallow container. Be sure water pours through all of the earth. Allow drained

liquid to cool and settle for 1 to 2 hours.

Note: Do not pour all water at once, since this may cause stoppage.

6. Carefully drain off liquid into heat resistant container. Discard any sludge remaining in bottom of the shallow container.

7. Boil mixture over hot fire for at least 2 hours. Small grains of salt will begin to appear in the solution. Scoop these out as they form, using a strainer.

8. When liquid has boiled down to approximately half its original volume, remove from fire and let sit. After half an hour add an equal volume of alcohol. When mixture is poured through paper, small white crystals will collect on top of it.

9. To purify the potassium nitrate, re-dissolve the dry crystals in the smallest possible amount of boiled water. Remove any salt crystals that appear (step 7); pour through an improvised filter made of several pieces of paper and evaporate or gently heat the concentrated solution to dryness.

10. Spread crystals on flat surface and allow to dry. The potassium nitrate crystals are now ready for use.

Improvised Black Powder-

Black Powder can be prepared in a simple, safe manner. It may be used as pipe-bomb filler or gun powder.

Materials Required:

Potassium nitrate, granulated, 3 cups (3/4 liter)

Wood charcoal, powdered, 2 cups (1/2 liter)

Sulfur, powdered, 1/2 cup (1/8 liter)

Alcohol, 5 pints (2-1/2 liters) (whiskey, rubbing alcohol, etc.)

Water, 3 cups (3/4 liter)

Heat source

2 Buckets - each 2 gallon (7-1/2 liters) capacity, at least one of which is heat resistant (metal, ceramic, etc.)

Flat window screening, at least 1 foot (30 cm) square

Large wooden stick

Cloth, at least 2 feet (60 cm) square

Note: The above amounts will yield two pounds (900 grams) of black powder. However, only the ratios of the amounts of ingredients are important. Thus, for twice as much black powder, double all quantities used.

Procedure:

1. Place alcohol in one of the buckets.
 2. Place potassium nitrate, charcoal, and sulfur in the heat resistant bucket. Add 1 cup water and mix thoroughly with wooden stick until all ingredients are dissolved.
 3. Add remaining water (2 cups) to mixture. Place bucket on heat source and stir until small bubbles begin to form.
- Caution: Do not boil mixture. Be sure all mixture stays wet. If any is dry, as on sides of pan, it may ignite.
4. Remove bucket from heat and pour mixture into alcohol while stirring vigorously.
 5. Let alcohol mixture stand about 5 minutes. Strain mixture through cloth to obtain black powder. Discard liquid. Wrap cloth around black powder and squeeze to remove all excess liquid.

6. Place screening over dry bucket. Place workable amount of damp powder on screen and granulate by rubbing solid through screen.

Note: If granulated particles appear to stick together and change shape, recombine entire batch of powder and repeat steps 5 and 6.

7. Spread granulated black powder on flat dry surface so that a layer about 1/2 inch (1-1/4 cm) is formed. Allow to dry. Use radiator, or direct sunlight. This should be dried as quickly as possible, preferably in one hour. The longer the drying period, the less effective the black powder.

Caution: Remove from heat as soon as granules are dry. Black powder is now ready for use.

"Red or White Powder" Propellant

"Red or White Powder" Propellant may be prepared in a simple, safe manner. The formulation describes below will result in approximately 2-1/2 pounds of powder. This is a small arms propellant and should only be used to reload ammunition for weapons with 1/2" or less bore diameter, but not pistols. This propellant also makes an excellent pipe-bomb filler.

Materials Required:

Heat source (Kitchen stove or open fire)

2 gallon metal bucket

Measuring cup (8 ounces)

Wooden spoon or rubber spatula

Metal sheet or aluminum foil (at least 18 in. sq.)

Flat window screen (at least 1 ft. sq.)

Potassium nitrate (granulated) 2-1/3 cups

White sugar (granulated) 2 cups

Powdered ferric oxide (rust) 1.8 cup (This can be obtained from steel filings + water)

Clear water, 3-1/2 cups

Procedure:

1. Place the sugar, potassium nitrate, and water in the bucket. Heat with a low flame, stirring occasionally until the sugar and potassium nitrate dissolve.

2. If available, add the ferric oxide (rust) to the solution. Increase the flame under the mixture until it boils gently.

NOTE: The mixture will retain the rust coloration.

3. Stir and scrape the bucket sides occasionally until the mixture is reduced to one quarter of its original volume, then stir continuously.

4. As the water evaporates, the mixture will become thicker until it reaches the consistency of cooked breakfast cereal or

homemade fudge. At this stage of thickness, remove the bucket from the heat source, and spread the mass on the metal sheet.

5. While the material cools, score it with the spoon or spatula in criss-crossed furrows about 1 inch apart.

6. Allow the material to air dry, preferably in the sun. As it dries, rescore it occasionally (about every 20 minutes) to allow air-drying.

7. When the material has dried to a point where it is moist and soft but not sticky to the touch, place a small spoonful on the screen. Rub the material back and forth against the screen mesh with spoon or other flat object until the material is granulated into small worm-like particles.

8. After granulation, return the material into direct sunlight to dry completely

Notes on commercially available low explosives:

Black Powder: This is the oldest known explosive and is still used today in muzzle-loading firearms. I have provided a recipe for this very simple compound, however commercial black powder is usually more powerful and more reliable than the homemade variety. Most gun stores stock commercial black powder. It comes in various grain sizes graded from largest to smallest as, Fg, FFg, FFFg, FFFFg, FFFFFg. Naturally FFFFFg is the best choice as an explosive filler but any grade will do in a pinch. Pyrodex is a substitute for black powder which produces less fouling in firearms but is interchangeable with black powder as an explosive filler. Black powder is sensitive to shock, spark and friction. It must be dried before use if it becomes wet.

Smokeless Powder: This is the propellant used in modern firearms. It is available commercially to those who reload their own cartridges and shells. Smokeless powder comes in two basic forms... single-base (SBSP), which is composed of nitrocellulose (guncotton) along with various stabilizers, and double-base (DBSP), which is of the same basic composition but also contains a small amount of nitroglycerin to increase its power. SBSP is used in most center-fire rifle cartridges and is less powerful than DBSP which is used in most pistol and shotgun ammunition. Smokeless powder is less sensitive to shock, spark and friction than black powder. It also must be dry to function.

Match Heads: Match heads are a very simple and universally available low-explosive filler. They require no mixing and can be obtained without any paper trail or suspicion. This type of filler is, however, less powerful than many of the other fillers mentioned and therefore must be tightly confined to produce a good blast. A box of 50 matchbooks usually sells for around a dollar or so at a convenience store but much less from a wholesale depot which services bars and restaurants. Be certain to only use paper matches and not the wooden, "strike-anywhere" type as these are extremely sensitive to friction and shock. Match heads should be cut off from their paper stems with a pair of sharp scissors. You will find that you must use up quite a few books of matches to produce enough filler for an average sized pipe bomb. Once cut, match heads can be stored safely for long periods in an airtight container. This type of filler will not function when wet and is very difficult to dry out completely.

High Explosives

Potassium Chlorate Production:

Potassium chlorate is an easily produced chemical, which is useful in the production of both low and high explosives. The simplest method of production is conversion from calcium hypochlorite (HTH swimming pool chlorinator) HTH is about 65-percent calcium hypochlorite and is commercially available wherever swimming pool supplies are sold. There are a number of different pool chlorinators available but calcium hypochlorite is the only one we are interested in.

The HTH is converted into potassium chlorate by adding a potassium donor, which may be either potassium carbonate (potash), potassium chloride (salt substitute) or potassium sulfate (often used as a garden fertilizer). In the reaction which occurs, the calcium in the HTH will convert into either the carbonate, chloride or sulfate, depending on what was used as the donor. All of these calcium compounds are insoluble in water and will drop out of the solution in step 3.

- In a large Pyrex or enameled steel pan, place 454 grams (a 1-pound bag) of HTH and 84 grams of the potassium donor.
- Add boiling water, using just enough to dissolve the powders completely.

- Place the pan on a heat source and boil until it reaches a specific gravity of 1.3 (full charge in a battery hygrometer). A chalk-like substance will form and drop out of the liquid.
- Filter the liquid while it is still hot. Discard the solids in the filter. This is the calcium compound mentioned earlier.
- Allow the solution to cool to room temperature. As it cools, crystals of potassium chlorate will precipitate from the solution and can be filtered out.
- Return the liquid to the heat source and repeat steps 3 to 5 twice more to recover more chlorate crystals.
- Combine all recovered crystals and dissolve them in a minimum amount of boiling water. Filter and allow to cool. This will remove most of the calcium and sodium contaminants.
- Powder the crystals very finely and allow them to dry on newspaper. Once dry the potassium chlorate will be ready to use.

If HTH is unavailable, common household bleach can also be used to produce potassium chlorate, which can be extracted through a process called fractional crystallization. The procedure is similar to that above.

- In a large Pyrex or enameled steel pan, place one gallon of bleach and begin heating it to a low boil.
- Once boiling add 63 grams of potassium chloride (salt substitute)

- Check the solution being boiled with a hydrometer, and boil until you get a reading of 1.3. If using a battery hydrometer, boil until you read a FULL charge.
- Remove the solution from the heat source and allow it to cool in a refrigerator until it falls to between room temperature and 0 degrees Celsius.
- Crystals will form at this point, filter them out and save them.
- Boil the remaining solution again and cool as before. Filter and save the crystals.
- Take the crystals that have been saved, and mix them with distilled water in the following proportions: 56 grams per 100 milliliters distilled water. Heat this solution until it boils and allow it to cool. Filter the solution and save the crystals that form upon cooling. These crystals should be relatively pure potassium chlorate.
- Powder the crystals very finely and allow them to dry on newspaper. Once dry the potassium chlorate is ready to use.

Notes: Try using a very fine stainless steel reusable coffee filter, a fiberglass cloth pad or an EEC canister filter in these operations. A regular paper coffee filter may not stand up to the hot liquids.

Sodium Chlorate Production:

Sodium chlorate is a strong oxidizer used in the manufacture of explosives. It can be used in place of potassium chlorate in low and high-explosive mixtures.

Materials Required:

2 carbon or lead rods (1 in. Dry cell batteries (2-1/2" diameter x 5 in. long) diameter x 7" long)

Water

2 wires, 16 gauge (3/64" diameter approx.), 6' long, insulated

Gasoline

1 gallon glass jar, wide mouth (5" diameter x 6" high approx.)

Salt

Sulfuric Acid

Sticks

String

Teaspoon

Trays

Cup

Heavy cloth

Knife

Large flat pan or tray

Procedure:

1. Mix 1/2 cup of salt into the one gallon glass jar with 3 liters (3 quarts) of water.
2. Add 2 teaspoons of sulfuric acid to the solution and stir vigorously for 5 minutes.
3. Strip about 4 inches of insulation from both ends of the 2 wires.
4. With knife and sticks shape 2 strips of wood 1" x 1/8" x 1-1/2". Tie the wood strips to the lead or carbon rods so that they are 1-1/2 inches apart.
5. Connect the rods to the battery in a motor vehicle with the insulated wire.
6. Submerge 4-1/2" of the rods into the saltwater solution.
7. With gear in neutral position, start the vehicle engine. Depress the accelerator approximately 1/5 of its full travel.
8. Run the engine with the accelerator in this position for 2 hours; then shut it down 2 hours.
9. Repeat this cycle for a total of 64 hours while maintaining the level of the acid-salt water solution in the glass jar.

CAUTION: This arrangement employs voltages which may be dangerous to personnel.

Do not touch bare wire leads while engine is running.

10. Shut off the engine. Remove the rods from the glass jar and disconnect wire leads from the battery.
11. Filter the solution through the heavy cloth into a flat pan or tray, leaving the sediment at the bottom of the glass jar.
12. Allow the water in the filtered solution to evaporate at room temperature (approx. 16 hours). The residue is approximately 60% or more sodium chlorate which is pure enough to be used as an explosive ingredient.

Chlorate explosives:

Using the potassium chlorate produced with one of the earlier described methods you can produce a primitive type of plastic explosive. I have included two variations for the fabrication of potassium chlorate high explosives, both of which are tried and true. These recipes are at least fifty years old.

Composition M:

9 parts potassium chlorate or sodium chlorate

1 part Vaseline

Minelite B:

9 parts potassium chlorate or sodium chlorate

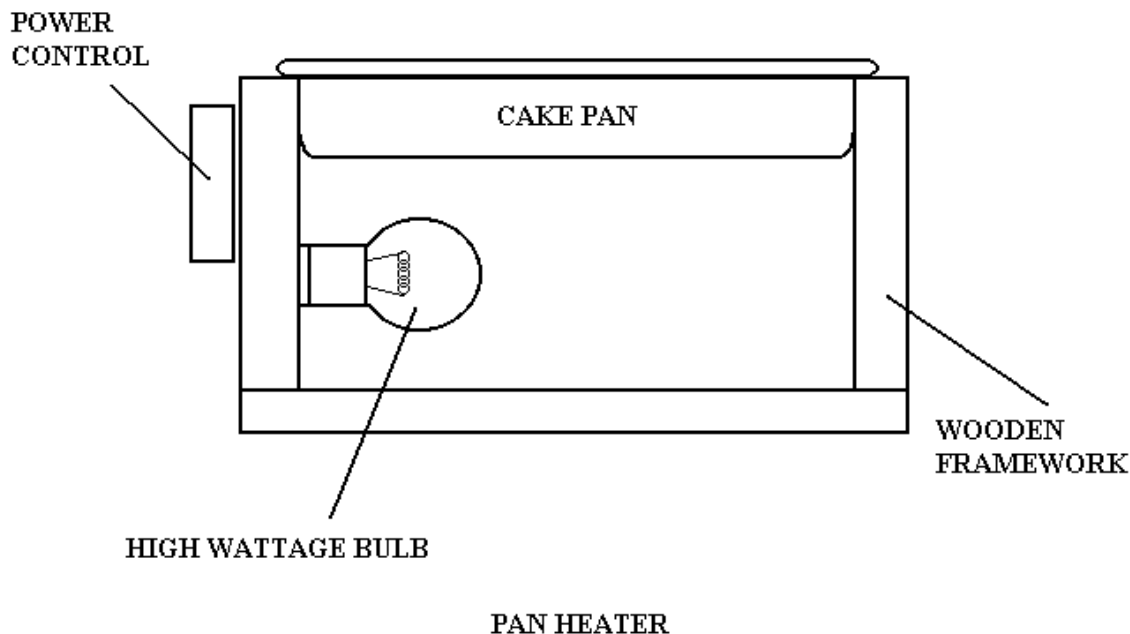
1 part wax

Notes on chlorate explosive production:

Whichever formula is used and addition of 10% by weight of hydrocarbon fuel will assist in balanced combustion. If homemade chlorates are used, blocks of explosive should be made up only as needed. This is due to the possibility of sodium or calcium contaminants remaining in the crystals, which makes their storage life uncertain. Commercial chlorates do not present this problem and explosives made from them will remain reliable even after long storage.

The chlorate must be finely powdered to the consistency of flour in order to ensure positive detonation. The hydrocarbon fuel must be evenly distributed throughout the chlorate powder. The completed mixture must be pressed in a block or stick press to the proper density of 1.3 grams/cc if potassium chlorate is used or 1.5 grams/cc if sodium chlorate is used. It is important to do this pressing properly if optimum performance is to be obtained from the explosive. Although the potassium chlorate/Vaseline mixture is touted as a plastic explosive, it is still wise to do this.

A block or stick press, such as is covered in the [Improvised Plastic Explosives](#) section, will be required. You may need to improvise a hydraulic addition to the press. A pan heater may also be built to make this task much easier.



The framework of the pan heater is made up from scrap wood to whatever size is required. The pan rests on the rim and has the bottom painted black to absorb the heat from the bulb.

A rheostat or power control may be used to vary the heat.

Block Production

1. Place the fuel in a heated pan on a double boiler and allow it to liquefy.
2. Place finely ground chlorate in the heater pan. Spread it out in an even layer and let it heat for several minutes to drive off any acquired moisture.

3. Pour the melted fuel as evenly as possible over that crystals. The heat from the pan should cause the fuel to distribute itself throughout the chlorate, but a little stirring with a spatula may be necessary.
4. Remove the pan from the heater and allow the mixture to cool somewhat. Rub the soft chlorate through a piece of screen to form granules.
5. Place granules in the press and process as covered in the plastic explosives section. NOTE: If sticks are being made, they could be pressed and packaged in thin PVC tubes. The ends may be sealed with PVC end caps or dipped in wax. The extra rigidity afforded by the tubes seems to increase the reliability of detonation.

CO-OP sugar

This compound has long been a favorite of the IRA. Composed of a simple mixture of 10 parts sodium chlorate and 1 part nitrobenzene, it is comparatively cheap, easy to make, and cap sensitive. They prefer to use it in their large car and culvert bombs, as it offers substantial increases in power over AN-FO and is just as easy to make. It is roughly equivalent to 50% nitroglycerine dynamite. Sometimes detonating cord is laced through the mixture in an effort to boost its velocity of detonation.

CO-OP sugar is based on a late 19th century commercial explosive called Rack-a-Rock, which was used extensively in

that period along with a number of other potassium chlorate based explosives. A few are listed here:

3-4 parts potassium chlorate

1 part nitrobenzene

or

3-4 parts potassium chlorate

1 part nitrobenzene

1-3% sulfur (added after the other two parts are combined, usually by dusting the outside of the cartridges)

or

8 parts potassium chlorate

1 part turpentine

Another mixture of this type is 9 parts chlorate and 1 part kerosene. Either sodium or potassium chlorates may be used, but the potassium chlorate compound will be slightly more powerful. SC is more hygroscopic, however, and so must be protected from moisture prior to the "soak", but then again it costs only about half of what PC does.

SC may be found in "Solidox" oxygen pellets used in the home welder of the same name. They consist of about 80-90% SC and 10-20% catalyst and fiberglass binder. The crushed pellets, soaked in various flammable liquids, have turned up in a number of improvised explosive devices over the past few years. In fact,

a fairly good explosive can be made by simply soaking the required amount of nitrobenzene into the uncrushed pellets. Theoretically, most liquid hydrocarbon oils, such as gasoline or diesel, should work in this type of explosive.

The primary problem is volatility. If the explosive is sealed in an airtight container, as CO-OP sugar usually is, this ceases to really matter. Due to the toxicity of the nitrobenzene, this is a good idea anyway. **Never allow this liquid to touch your skin and don't inhale its vapors.**

The level of power of the various mixtures will have to be determined by experimentation. No hard data exists on this factor.

Sodium Chlorate and Sugar or Aluminum Explosive

An explosive munition can be made from sodium chlorate combined with granular sugar, or aluminum powder. This explosive can be detonated with a #8 commercial blasting cap or improvised detonator.

Materials Required:

Sodium chlorate

Granular sugar

Aluminum Powder

Wooden rod or stick

Bottle or jar

Blasting cap

Steel pipe (threaded at one end), end cap and tape

Wax

Measuring container (cup, quart, etc.)

Procedure:

Pour 3 parts sodium chlorate and 1 part aluminum powder or 2 parts granular sugar, into a bottle or jar.

Mix ingredients well by stirring with the wooden rod or stick.

How To Use:

- Coat the blasting cap, inside of pipe and end cap with melted wax.
- Thread end cap onto pipe.
- Pour mixture into pipe.
- Insert and tape blasting cap just beneath surface of mixture.

Note: Confining the open end of the pipe will add to the effectiveness of the explosive.

Ammonium Nitrate Explosives AN-FO and AN-AL:

Ammonium Nitrate is arguably the single most important chemical in improvised explosives production. It may be manipulated in various ways not only to form explosives but also to be converted into various other chemicals useful in this work. Even if it weren't so easy to procure (it is widely available as a chemical fertilizer), it would still be an invaluable material.

The most basic AN explosive is called AN-FO (Ammonium Nitrate/fuel oil). AN fertilizer comes in the form of prills (pellets) that can be mixed in a proportion of 96% AN and 4% fuel oil to form AN-FO. The only problem with AN-FO is that it requires a booster of about 1 LB of TNT or its equivalent to detonate. It is best if the booster is in the form of a short, squat cylinder, like a food can, rather than a stick.

AN-FO has been in commercial use as a blasting agent since the 1950s and remains in very widespread use. It has found most covert use in car and truck bombs (i.e. Oklahoma City) where it is used in very large quantities. A cement mixer should be used to prepare large quantities of this explosive. The AN is poured into the mixer with the required amount of fuel oil (100lbs AN per gallon of fuel oil if powdered AN is used, or ½ gallon if prills are used). Tumble the mixture for 20-30 minutes, or until a homogenous mixture is obtained. AN and moisture react to quickly rust metal, be sure to wash any metal equipment well after exposure to AN.

Powdered AN in this mixture will yield greater power however this will probably be limited to very small quantities as the time it would take to grind hundreds of pounds of AN into powder would be prohibitive. If a box of commercial laundry detergent is added to the mix (1 LB per 100 lbs. of AN), the performance

of the explosive can be substantially increased (as much as 30%). 2 lbs. of aluminum powder will increase power even more.

Pour the mixture into charge containers, add the booster charges and seal. The larger the booster the better. A 55-gallon charge container will require about a 10 LB booster for positive function. If possible, place the booster as near to the center of the charge as possible. A good, strong booster can accelerate the detonation speed of the main charge substantially; a weak booster can reduce it.

Another high explosive made from ammonium nitrate is AN-AL (ammonium nitrate/aluminum powder). This is a very simple compound requiring only mixing of 4 parts finely powdered AN with 1 part aluminum powder and resulting in a very powerful explosive. The AN must be powdered and then all moisture driven out of it in an oven at low temperature before mixing with the aluminum powder and the finished explosive must be protected from moisture. This explosive should not be stored for very long and should probably be used up soon after production. Even the smallest amount of moisture in the AN will cause it to react with the aluminum to produce hydrogen gas. This can and has caused explosions in canisters of this type of explosive. AN-AL is more cap sensitive than AN-FO but a booster should still be used to guarantee ignition.

Nitric Acid/Nitrobenzene ("HELLHOFFITE") Explosive

An explosive munition can be made from nitrobenzene and nitric acid. It is a simple explosive to prepare. Just pour the nitrobenzene into the acid and stir.

Materials Required:

Nitric acid field grade or 90% concentrated (specific gravity of 1.48) nitrobenzene

Acid resistant measuring containers (glass).

Acid resistant mixing rod

#8 Blasting cap or improvised equivalent.

Wax

Steel pipe, end cap and tape

Bottle or jar

Note: Prepare mixture just before use. **Do not store this explosive.**

Procedure

Pour 1 part nitrobenzene to 2 parts nitric acid into bottle or jar.

Mix ingredients well by stirring with acid resistant rod.

Caution: Nitric acid will burn skin and destroy clothing. If any is spilled, wash off immediately with a large amount of water. Nitrobenzene is toxic; do not inhale fumes.

How To Use:

Coat blasting cap, inside of pipe and end cap with melted wax.

Thread end cap onto pipe.

Pour mixture into pipe.

Insert and tape blasting cap just beneath surface of mixture.

Note: Confining the open end of the pipe will add to the effectiveness of the explosive.

Cellulose/Acid Explosive

An acid type explosive can be made from nitric acid and white paper or cotton cloth. This explosive can be detonated with a #8 blasting cap or an improvised equivalent.

Materials Required:

Nitric acid 90% concentrated (specific gravity of 1.48)

White unprinted, unsized paper, paper towels, napkins

Clean white cotton cloth

Acid resistant container

Heavy-walled glass container

Aluminum foil

Protective gloves

#8 Blasting cap

Wax

Procedure:

Put on gloves.

Spread out a layer of paper or cloth on aluminum foil and sprinkle with nitric acid until thoroughly soaked.

Caution: Acid will burn skin and destroy clothing. If any is spilled, wash it away with a large quantity of water. Do not inhale fumes.

Place another layer of paper or cloth on top of the acid-soaked sheet and repeat step 2 above. Repeat as often as necessary.

Roll up the aluminum foil containing the acid-soaked sheets and insert the roll into the acid resistant container.

Coat blasting cap with melted wax.

Insert the blasting cap in the center of the rolled sheets. Allow at least 5 minutes before detonating the explosive. **Do not store this explosive.**

C-4

Military grade C-4 (composition #4) detonates at a velocity of about 26,400fps which is a whopping 7,400fps faster than commercial 60% dynamite, which is the most powerful explosive made available for civilian use. C-4 is the preferred

explosive for military demolitions work, it is capable of cutting steel and shattering rock and concrete. It is cap sensitive and stands up to environmental conditions very well.

Military grade C-4 is very difficult to obtain. Military supplies of this explosive are generally well guarded and kept track of. Any operative who is a member of the military should make every effort to obtain this explosive as well as other explosives and weapons for our movement. Of course, the operative should be cautious not to get caught in these efforts... you're more valuable as an infiltrator within the military than as a petty thief.

Black market sources of C-4 exist but the price will be high. Motorcycle gangs and other organized crime groups seem to be able to obtain C-4 from time to time for use in their mindless turf wars.

Finally the operative may choose to make C-4 by following the directions outlined here. This explosive is extremely dangerous, the process for making it is dangerous and manufacturing or possessing it is illegal. The power and versatility of C-4 may not be worth the risks involved in making it. I considered not providing instructions for manufacturing C-4 in this manual, but upon second thought, I realized that instructions are out there and those of you who feel that you must have it will attempt to make it regardless of what my opinion is. I have, therefore, provided the safest instructions possible for producing homemade C-4.

Improvised C-4

Materials Required:

Ammonium Nitrate fertilizer 34-0-0

Nitromethane

Denatured Ethyl Alcohol

Ammonium Nitrate fertilizer has been dealt with in the section on AN-FO and AN-AL. Nitromethane (CH_3NO_2) is used as a solvent and more commonly as a fuel additive for drag-racers, remote-control model airplane engines, go-carts and various other high speed engines. The operative should have no trouble obtaining a few gallons of this stuff from the local dragstrip or street racing hangout. A few phone calls should track this stuff down but you may have to pay outrageous chemical supply house prices. Avoid using the small bottles of Nitromethane which are available at hobby stores, these contain only 15%-20% Nitromethane and will not work consistently.

Procedure:

The first step is to dry the ammonium nitrate and keep it dry. In conditions of high humidity, this will be a difficult task. Fill a 1-pound coffee can with ammonium nitrate and place it in an oven at 150°F for three hours. An accurate thermometer is essential for this work as the AN will melt and liquefy at 170°F and will explode at 400°F . Once the heating cycle is complete, remove the coffee can and put it in two sealed plastic bags. After about two weeks the AN will have re-absorbed too much moisture and the process will have to be repeated.

Place about 430 grams of the dried AN into an oven-proof dish. Pour denatured ethyl alcohol over the AN and stir for about 3 minutes. The alcohol will turn a brownish color. Strain the alcohol off and dump the AN back into the dish and heat gently at below 150°F until all the alcohol is evaporated.

Next, using a mortar and pestle or an electric coffee grinder, grind the AN into talcum powder consistency. It is essential to grind the AN very finely. As soon as the grinding is done it will be necessary to pack the powder into an airtight container. The AN is very deliquescent (moisture-absorbent) at this point so an airtight container is absolutely essential.

The safest way to complete the process is to combine the AN and Nitromethane at the blast sight, about 20 minutes prior to use. This may not be possible, of course, but bear in mind that the sooner the C-4 is used after final mixing, the better.

Mix 80 milliliters of Nitromethane into the 430 grams of AN. The ratio should be approximately 1/3rd Nitromethane by volume or 2 parts Nitromethane to 5 parts AN by weight. Because of the inconsistencies of civilian market AN and Nitromethane, some trial and error tweaking of the formula may be necessary. Wait about 20 minutes for the Nitromethane to be soaked into the AN. The mixture should have a thick porridge-like consistency (Too much Nitromethane added to the mixture will make it too thin to fire). At this point, the material will be cap sensitive but not shock sensitive. The C-4 will have a shelf life of about 2 weeks maximum, after that it will start to become less sensitive to cap detonation.

The finished product is soft and pliable. It can be put in a plastic bag and molded to fit into or around just about anything.

Packing the C-4 into a rigid container will cause it to detonate with a bit more power. Adding about 5%, by weight (about 20 grams), of powdered aluminum to the AN and Nitromethane mixture will increase power further still.

Lets look at the procedure step by step;

Use fresh, pure Ammonium Nitrate.

Dry the AN in an oven at low heat (less than 150°F) for at least 3 hours.

Wash the AN in alcohol until the alcohol turns muddy brown.

Dump the AN into a metal container and dry thoroughly over low heat (Less than 150°F).

Grind the AN as fine as talcum powder.

Pack a premeasured amount in a rigid airtight container.

Pour in 1/3rd Nitromethane by volume.

Wait twenty minutes.

Detonate with #6 - #8 blasting cap or improvised equivalent.

Sheet Explosives

Sheet explosives are very powerful and versatile. They can be shaped to fit into the most unlikely places and are essential for producing letter bombs.

Materials Required

1. Explosive - Both RDX and PETN are suitable, but the latter is preferred, as it is easier to detonate.

2. Binder - The binder consists of a solid rubber-like material dissolved or suspended in a solvent. The amount to be used is based on the solid's content. This may be determined most simply by weighing out a 10-gram sample and allowing it to harden fully. It is then weighed to determine how much of the weight in solvent was lost. The amount needed is calculated based on this loss. Many different materials are suitable as binders.

A. Rubber Molding Compound - Available from hobby shop and hardware. This usually consists of the molding compound and a catalyst. Follow the directions on the label for mixing.

B. Liquid Latex - Commonly used in stage makeup, it is probably the best due to its use of nontoxic, non-reactive solvents. It is quite expensive, however. Small amounts sell in theatrical supply houses for about \$3-\$5 per 2-ounce bottle.

C. Rubber Cement - Another good choice and commonly available. There is some concern that residual acetic acid used as a solvent in this material may cause storage and reactivity problems. PETN is particular is very sensitive to acid contamination, so this is a valid concern.

The sheet should be pressed to a density of about 1.4 gm/cc.

Improvised Plastic Explosives

A reliable plastic explosive, suitable for all types of applications, can be improvised from a mixture of high-explosives and Vaseline. The preferred base explosives are RDX or PETN. This particular mix is based upon the original Composition C but would work equally well for the production of Semtex-type explosives. Simply use half RDX and half PETN, and substitute a vegetable oil for the Vaseline.

1. Spread the explosive crystals evenly in the pan heater. Allow to heat for a few minutes to remove any moisture.
2. Pour the melted Vaseline over the crystals. Allow a few minutes for it to distribute itself evenly throughout the crystals.
3. Stir and fold the mixture with a plastic spatula to ensure even mixing.
4. Remove the mixture from the pan onto a flat, smooth surface. A sheet of auto safety glass will work perfectly, especially if placed over a heating pad to warm the surface. This makes blending easier.
5. Using a rolling pin, roll the explosive mixture as flat as possible, applying moderate to heavy pressure. This process is called milling.
6. Use the spatula to lift the sheet from the glass and fold it over itself several times. Repeat step 5.

This process increases the density and consistency of the explosive and will improve its performance substantially. While a simple hand-kneaded mixture will explode it will not rival the performance of the commercially made variety.

Once its been rolled and folded several times, the PE should be pressed into blocks or cartridges for storage.

Since the density of an explosive has a direct bearing on its power, velocity and consistency of action, care should be taken when packaging to include this factor. Knock-apart molds should be built to the proper dimensions to hold the volume of explosive at its proper density. For example, for optimum power Comp C should be pressed to a density of about 1.6 grams per cubic centimeter, therefore if the packages were to contain 500 grams of explosive:

500 grams (explosive weight)

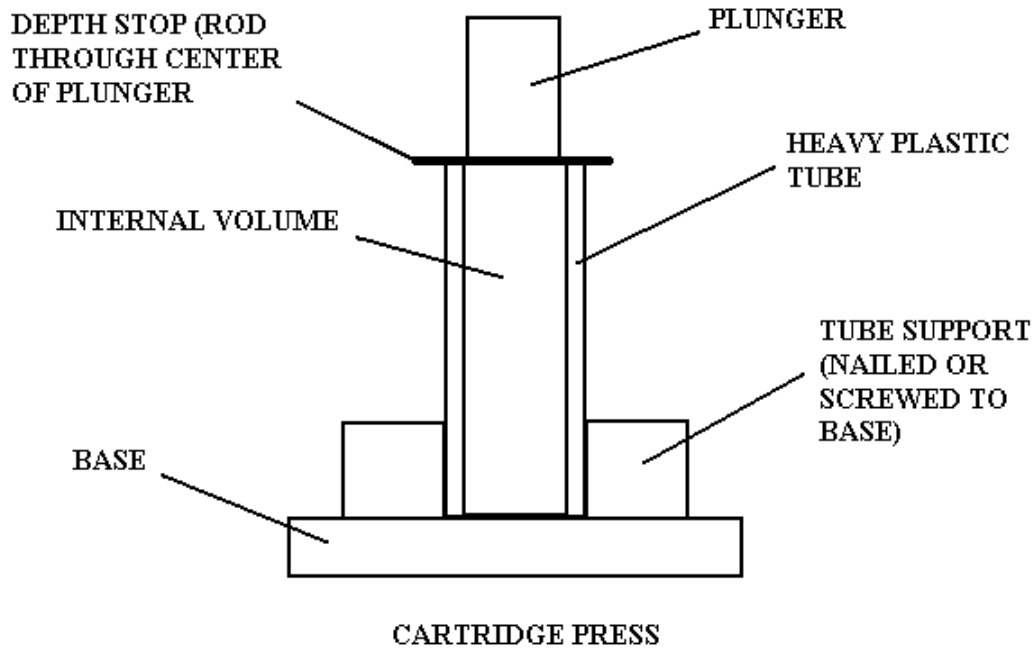
Divided by 1.6 (density -grams/cc)

= 312.5 cubic centimeters of volume, which translates into a block of about 50mm x 125mm

If the operative wants to be spared the calculations, it is simple to build a mockup mold of the approximate length and width required. This mold can be made out of just about anything, but it must be waterproof. Carefully measure a volume of water equal to the number of cc's required (1cc = 1ml). Mark the depth of the water and build the real mold to these dimensions.

1. Weigh out the required amount of premilled explosive and place it on the warm milling glass. Let it get good and soft, but not so hot that the petroleum starts to exude.

2.



f

the warm PE into the mold, filling it evenly. Press it in by hand, if necessary.

3. Place cover on the mold and press until the cover is completely closed. This will yield a block compressed to the proper density.
4. Remove the cover and sides of the mold and expel the block. This will be easier if the explosive is allowed to cool down first.
5. Package the block by wrapping it in plastic sheet or in a ziplock bag.

Sticks can be made in a similar manner as block but are forced out of the tube by using a piece of dowel with the same inside diameter as the tube.

Plastic explosives made by this process are heat sensitive and will start to get runny and sticky at high temperatures. This does not make them unsafe but performance will be affected by the oozing of the petroleum binder.

The completed product is safe to store and should keep for very long periods of time, provided they are stored in a cool dry place.

Guncotton

Guncotton (GC) was the first militarily useful high explosive. It was used widely in the late nineteenth and early twentieth centuries both for demolitions and as a filler for torpedoes and naval mines. When used wet it was very safe and insensitive, yet easily detonated using a priming charge of dry GC. It fell out of use when TNT and picric acid became widely available, but wet GC slabs were used by the British army for demolition purposes until late in WWII.

While guncotton can be easily made by nitrating cotton with a mixture of nitric and sulfuric acids, the resulting material is often unstable due to the difficulties involved in removing all the trace acids. Cotton fibers are essentially tiny tubes that serve to trap the acids inside. Improperly purified GC can become extremely dangerous with age, often resulting in spontaneous explosion. When GC was first discovered in 1840, it aroused

great interest as a replacement for gunpowder in blasting. After several factories in Europe exploded due to improper purification, it was discarded for the next 30 years until a reliable method of purification was discovered.

What follows is a simplified method for extracting guncotton from common single-based gunpowder, in which it is the primary component. The resulting material is of high power, exhibiting more power when dry than wet.

Dry GC may be compressed into pipe bombs or other ordinance for use as a low explosive and will be many times more powerful than the original powder it was made from. In fact, if conditions are right, compressed dry guncotton can make the transition from deflagration to detonation very quickly.

Procedure:

- Place 1 pound of single-base powder into a jar and cover with about twice as much acetone. The powder will dissolve until the entire mass is a thick syrup resembling cold molasses.
- Fill a blender about half full of cold water and pour one quarter of the jellied powder into it. Blend at high speed for several minutes. A coarse green material resembling fiberglass will float to the top. This is guncotton.
- If wet GC is the goal, pour the mass into a coffee filter and squeeze out as much water as possible. Spread the moist GC onto several layers of newspaper and allow to dry thoroughly. Use a heat lamp if available but be careful not to allow the GC to get too hot!

- Weigh the dried GC. A small percentage of the stabilizers and other chemicals in the powder may have been lost in the water/acetone wash. How much depends on the type of powder used. Distilled water should then be added at a ratio of 3 ounces water per 16 ounces of dry GC. The material can be pressed into bricks and stored in plastic bags. (A British 1lb –19 ounce actual weight – demolition slab was 6 x 3 x 11 ½" in size. It may also be pressed into jars and cans for storage.
- If dry GC is desired, drain off as much of the water from the blender as possible. Operate the blender on "grind" for several minutes, and use a plastic or wooden stirring rod to ensure that all of the GC is ground into a pulpy mass. The GC must be moist when ground. Dry guncotton is sensitive to shock and friction, so it would be extremely dangerous to perform this step on dry GC.
- Remove the pulpy mass from the blender and dry as above.
- When completely dry, the GC may be compressed into pellets or cartridges using an improvised hydraulic press. The pellets may be given a quick dip in acetone to waterproof them. The acetone converts the outer layer of the GC into a form of celluloid, which is impervious to moisture. This outer shell will be a bit on the brittle side, and care must be taken to prevent it from being chipped. If damaged, moisture may enter the pellet and render it insensitive to initiation by a blasting cap. If full sized cartridges are made, they may be enclosed inside a condom for their protection.

Notes: Dry GC is sensitive to impact, friction, and sparks. In its pure state it is about as sensitive to impact as mercury fulminate

or lead azide. The reprocessed form is a bit less sensitive but still should be handled carefully. It will detonate when struck by a rifle bullet. Likewise, extreme care should be used when pressing it into pellets or cartridges. All compression should be done slowly and carefully, using wooden and plastic molds.

AN-Gel

This is a fairly simple explosive mixture which can be detonated with a #6 blasting cap or an improvised equivalent. This explosive is roughly equivalent in power to 60% nitroglycerin dynamite. One significant drawback to this explosive is its uncertain storage life. It tends to swell and vent gas as it ages. The addition of a retardant and buffer package will extend storage life to at least a year.

Materials Required: (1 LB Charge)

Chemical: Amount (Grams) % of total

Ammonium Nitrate 250g 55%

Potassium Nitrate 45g 10%

Aluminum powder 68g 15%

Sugar 23g 5%

Guar Gum 11g 2.5%

Borax 4.5g 1%

Water 68g 15%

Procedure:

- Separately grind and sift all materials.
- Store in individual containers.
- Mix guar gum and potassium nitrate together.
- Place the AN into a mixing bowl. Heat the water to boiling and pour it into the AN, stirring until all the AN is dissolved.
- Add the Guar gum and potassium nitrate mixture to the dissolved ammonium nitrate and stir briefly.
- Add the aluminum and sugar. Stir until mixed evenly.
- Dissolve the borax in a couple of tablespoons of water and stir into the mix. Continue stirring until a smooth mixture is obtained.
- Pour the mixture into a mould or charge container and store in a warm spot to gel. The explosive is now ready to use.

Note: The Guar gum may be replaced with starch or gelatin, if necessary, but guar gum produces better gels. It is available at some health food stores.

When the boiling water is added to the AN, the operative will notice that the solution will become very cold. This endothermic reaction is the same as that harnessed in instant ice packs. These ice packs are a source of high-purity (and also high cost) ammonium nitrate.

Make this explosive in a well ventilated area or, at least, under the exhaust fan of a stove. Unlike many other explosives, its

manufacture does not emit noxious fumes, but it does produce a horrible ammonia odor similar to cat urine.

Seal this explosive up in jars, cans or sealed plastic wrappings. If tin cans are used as containers the insides must be coated with a plastic sealer. The AN in the gel can react with the tin coating on the can to produce sensitive explosive compounds that are dangerous.

As mentioned earlier, the addition of three chemicals will greatly enhance the storage life of the explosive. The retardant, which reduces gas formation, is urea, a common garden chemical. It is used in a percentage of 0.5%, or 2.25 grams per 1lb charge. The buffer is made by mixing 100 grams of monobasic potassium phosphate with 1 gram of powdered lye. Place the chemicals in a jar and shake for several minutes to mix them completely. 1.5 grams of this mixture or 0.3% of the total charge weight, will be needed. These chemicals are added after all the others have been mixed and before warming.

Potassium or Sodium Nitrate and Litharge (Lead Monoxide)

Potassium or sodium nitrate is needed to prepare DDNP and Litharge is required for the preparation of lead picrate

Materials Required:

Lead

Potassium (or sodium) nitrate

Methyl (wood) alcohol

Iron pipe with end cap

Iron rod or screwdriver

Paper towels

2 glass jars, wide mouth

Metal pan

Heat source

Scale

Cup

Water

Pan

Procedure:

1. Mix 12 grams of lead and 4 grams of potassium or sodium nitrate in a jar. Place the mixture in the iron pipe.
2. Heat iron pipe in a bed of hot coals or with blow torch for 30 minutes to 1 hour. (Mixture will change to a yellow color.)
3. Remove the iron pipe from the heat source and allow to cool. Chip out the yellow material formed in the iron pipe and place the chips in the glass jar.
4. Add 1/2 cup (120 milliliters) of methyl alcohol to the chips.

5. Heat the glass jar containing the mixture in a hot water bath for approximately 2 minutes (heat until there is a noticeable reaction between chips and alcohol; solution will turn darker.
6. Filter the mixture through a paper towel into the other glass jar. The material left on the paper towel is lead monoxide.
7. Remove the lead monoxide and wash it twice through a paper towel using $\frac{1}{2}$ cup (120 milliliters) of hot water each time. Air dry before using.
8. Place the jar with the liquid (from Step 6) in a hot water bath (as in Step 5) and heat until the alcohol has evaporated. The powder remaining in the jar after evaporation is potassium or sodium nitrate.

NOTE: Nitrate has a strong tendency to absorb water from the atmosphere and should be stored in a closed container.

Nitric Acid

Nitric acid is used in the preparation of many explosives, incendiary mixtures, and acid delay timers. It may be prepared by distilling a mixture of potassium nitrate and concentrated sulfuric acid.

Materials Required:

Potassium nitrate (2 parts by Drug Store volume)

Sulfuric acid (1 Motor vehicle batteries part by volume)

2 bottles or ceramic jugs (narrow necks are preferable)

Pot or frying pan

Heat source

Tape

Paper or rags

IMPORTANT: If sulfuric acid is obtained from a motor vehicle battery, concentrate it by boiling it until white fumes appear. **DO NOT INHALE FUMES.**

NOTE: The amount of nitric acid produced is the same as the amount of potassium nitrate. Thus, for 2 tablespoons of nitric acid, use 2 tablespoons of potassium nitrate and 1 tablespoons of concentrated sulfuric acid.

Procedure:

1. Place dry potassium nitrate in bottle or jug. Add sulfuric acid. Do not fill bottle more than 1/4 full. Mix until paste is formed.
2. Wrap paper or rags around necks of 2 bottles. Securely tape necks of bottles together. Be sure bottles are flush against each other and that there are no air spaces.

CAUTION: Sulfuric acid will burn skin and destroy clothing. If any is spilled, wash it away with a large quantity of water. Fumes are also dangerous and should not be inhaled.

3. Support bottles on rocks or cans so that empty bottle is slightly lower than bottle containing paste so that nitric acid that is formed in receiving bottle will not run into other bottle.

4. Build fire in pot or frying pan.

5. Gently heat bottle containing mixture by moving fire in and out. As red fumes begin to appear periodically pour cool water over empty receiving bottle. Nitric acid will begin to form in the receiving bottle.

CAUTION: Do not overheat or wet bottle containing mixture or it may shatter. As an added precaution, place bottle to be heated in heat resistant container filled with sand or gravel. Heat this outer container to produce nitric acid.

6. Continue the above process until no more red fumes are formed. If the nitric acid formed in the receiving bottle is not clear (cloudy) pour it into cleaned bottle and repeat Steps

2-6.

Note: Nitric acid should be kept away from all combustibles and should be kept in a sealed ceramic or glass container.

Picric Acid Production:

Picric acid can be used as a booster explosive in, a high explosive charge, or as an intermediate to preparing lead picrate or DDNP. This is by far the simplest method for picric acid production but, unless the ingredients can be obtained cheaply or stolen, it may be too expensive for large scale production. Using

this method 1 LB of picric acid will cost about \$40, not much to pay for a small bomb but if a really large device is considered the price will become out of hand. This method will produce about ¼ LB of picric acid per batch.

Materials Required:

Concentrated sulfuric acid

Potassium Nitrate

Aspirin

Water

Procedure:

This procedure should be conducted in a well ventilated area, outdoors if possible.

- Crush 500 aspirin tablets into a fine powder, use a mortar and pestle or better yet a small coffee grinder. When obtaining aspirin always choose the cheapest, generic brand not just because of the cost but also because these cheaper types don't contain the fillers and coatings that will have to be filtered out before use.
- Pour the powdered aspirin into a gallon glass jar containing 2 liters of sulfuric acid.
- Place the jar in a simmering hot water bath and heat for 15 minutes.

- Remove the jar from the bath and stir it vigorously to make sure that all the aspirin has dissolved. The solution will gradually turn black
- Add 300 grams of potassium nitrate to the acid in three 100 gram portions. Stir vigorously between additions. The solution will turn a dark yellow-orange color.
- Allow the solution to cool to room temperature, stirring occasionally. Slowly pour the solution into a bucket containing about 2 gallons of cold water. Wear gloves, goggles and an apron throughout this procedure as the fumes and crystals produced are toxic.
- Yellowish crystals will form and should be filtered out and collected, this is picric acid.

Note: When the potassium nitrate is added to the acid/aspirin solution, the reaction will generate a great deal of red nitrogen dioxide gas. This gas is very toxic and must be vented away from the work area, this is really best done in an open air environment. The appearance of the dreaded "red gas" is a major danger signal when making most other explosives, such as nitroglycerine, but is perfectly normal for this one. The venting of this gas in a residential area will definitely attract the attention of law enforcement.

An excellent explosive can be made from picric acid by mixing 88 parts with 12 parts wax, using the same process covered in the chlorate explosives section. The grained explosive is then pressed into cartridges. It is easily detonated with a #8 blasting cap or a homemade equivalent. In this form the explosive is

much less sensitive to shock, less reactive with metals and less toxic to handle than the pure material.

Primary Explosives:

Mercury Fulminate

Mercury Fulminate is used as a primary explosive in the fabrication of detonators. It is to be used with a booster explosive such as picric acid or RDX.

Materials Required:

Nitric Acid. 90% conc. (1.48 Specific gravity)

Mercury

Ethyl (grain) alcohol (90%)

Filtering material Paper towels

Teaspoon measure (1/4, 1/2, and 1 teaspoon capacity) - aluminum, stainless steel or wax-coated

Heat source

Clean wooden stick

Clean water

Glass containers

Tape

Syringe

Procedure:

1. Dilute 5 teaspoons of nitric acid with 2-1/2 teaspoons of clean water in a glass container by adding the acid to the water.

2. Dissolve 1/8 teaspoon of mercury in the diluted nitric acid. This will yield dark red fumes.

NOTE: It may be necessary to add water, one drop at a time, to the mercury-acid solution in order to start reaction.

CAUTION: Acid will burn skin and destroy clothing. If any is spilled, wash it away with a large quantity of water. Do not inhale fumes.

3. Warm 10 teaspoons of the alcohol in a container until the alcohol feels warm to the inside of the wrist.

4. Pour the metal-acid solution into the warm alcohol. Reaction should start in less than 5 minutes. Dense white fumes will be given off during reaction. As time lapses, the fumes will become less dense. Allow 10 to 15 minutes to complete reaction. Fulminate will settle to bottom.

CAUTION: This reaction generates large quantities of toxic, flammable fumes.

The process must be conducted outdoors or in a well ventilated area, away from sparks or open flames. Do not inhale fumes.

5. Filter the solution through a paper towel into a container. Crystals may stick to the side of the container. If so, tilt and squirt water down the sides of the container until all the material collects on the filter paper.

6. Wash the crystals with 6 teaspoons of ethyl alcohol.

7. Allow these mercury fulminate crystals to air dry.

CAUTION: Handle dry explosive with great care. Do not scrape or handle it roughly. Keep away from sparks or open flames. Store in cool, dry place.

DDNP

DDNP is a primary explosive used in the fabrication of detonators. It is to be used with a booster explosive such as picric acid.

Materials Required

Picric acid Flowers of sulfur

Lye (sodium hydroxide)

Sulfuric acid, diluted Motor vehicle batteries

Potassium or sodium nitrate

Water

2 glass cups, heat resistant, (Pyrex)

Stirring rod (glass or wood)

Improvised scale

Paper towels

Teaspoon

Tablespoon

Eyedropper

Heat source

Containers

Tape

Procedure:

1. In one of the glass cups, mix $\frac{1}{2}$ gram of lye with 2 tablespoons (30 milliliters) of warm water.
2. Dissolve 1 teaspoon (3 grams) of picric acid in the water-lye solution. Store until ready for step 5.
3. Place $\frac{1}{4}$ teaspoon (1 milliliter) of water in the other glass cup. Add $\frac{1}{2}$ teaspoon (2- $\frac{1}{2}$ grams) of sulfur and $\frac{1}{3}$ teaspoon (2- $\frac{1}{2}$ grams) of lye to the water.
4. Boil solution over heat source until color turns dark red. Remove and allow solution to cool.

5. In three portions, add this sulfur-lye solution to the picric acid-lye solution (Step 2); stir while pouring. Allow mixture to cool.
6. Filter the mixture through paper towel into a container. Small red particles will collect on the paper. Discard the liquid in the container.
7. Dissolve the red particles in 1/4 cup (60 milliliters) of boiling water.
8. Remove and filter the mixture through a paper towel as in step 6. Discard the particles left on the paper.
9. Using an eyedropper, slowly add the sulfuric acid to the filtered solution until it turns orange-brown.
10. Add 1/2 teaspoon (2-1/2 grams) more of sulfuric acid to the solution. Allow the solution to cool to room temperature.
11. In a separate container, dissolve 1/4 teaspoon (1,8 grams) of potassium or sodium nitrate in 1/3 cup (80 milliliters) of water.
12. Add this solution in one portion, while stirring, to the orange-brown solution.

Allow the mixture to stand for 10 minutes. The mixture will turn light brown.

CAUTION: At this point the mixture is a primary explosive. Keep away from flame.

13. Filter the mixture through a paper towel. Wash the particles left on the paper with 4 teaspoons (20 milliliters) of water.

14. Allow the particles to dry (approx. 16 hours).

CAUTION: Explosive is shock and flame sensitive. Store explosive in a capped container.

NOTE: The drying time can be reduced to 2 hours if a hot (not boiling) water bath is used.

Lead Picrate

Lead picrate is used as a primary explosive in the fabrication of detonators

Materials Required:

Litharge (lead monoxide)

Picric acid

Wood alcohol (methanol)

Wooden or plastic rod

Dish or saucer (china or glass)

Teaspoon

Improvised Scale

Containers

Flat pan

Heat source (optional)

Water (optional)

Procedure:

1. Weigh 2 grams each of picric acid and lead monoxide. Place each in a separate container.
2. Place 2 teaspoons (10 milliliters) of the alcohol in a dish. Add the picric acid to the alcohol and stir with the wooden or plastic rod.
3. Add the lead monoxide to the mixture while stirring.

CAUTION: At this point the solution is a primary explosive. Keep away from flame.

4. Continue stirring the mixture until the alcohol has evaporated. The mixture will suddenly thicken.
5. Stir mixture occasionally (to stop lumps from forming) until a powder is formed. A few lumps will remain.

CAUTION: Be very careful of dry material forming on the inside of the container.

6. Spread this powdered mixture, the lead picrate, in a flat pan to air dry.

NOTE: If possible, dry the mixture in a hot, not boiling, water bath for a period of 2 hours.

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Improvised Initiators + Detonators

All of the previously described low and high-explosives require an initiator or detonator for ignition. It is possible for the operative to produce initiators and detonators which are just as safe and reliable as commercially available ones.

Model Rocketry Match

Possibly the simplest initiator is what is known as a model rocketry match. This is a small wire with a blob of combustible material on the middle of it. It is designed to be placed into the end of a model rocket engine with both ends of the wire sticking out and then ignited by placing a current of 9 volts through the wire. These matches are cheap and easy to use but you must make sure that the match itself is in intimate contact with the powder charge of your bomb. Using a setup such as that used for the lightbulb squib will make the match more reliable. A small model rocket engine, initiated with this type of match, would also make a very positive initiator for any low explosive bomb or for an incendiary device.

Burning Cigarette Delay

This is the simplest and least reliable type of delay mechanism. A book of paper matches is attached to a cigarette with tape or elastic bands. The cigarette is lit and left to smolder until it ignites the matches.

Cigarette companies have spent significant time and resources in developing cigarettes that won't go out if left unattended (so that the smoker will have to light another one upon return). Burn rates and reliability are different for each brand so do some tests if accurate delay times are required.

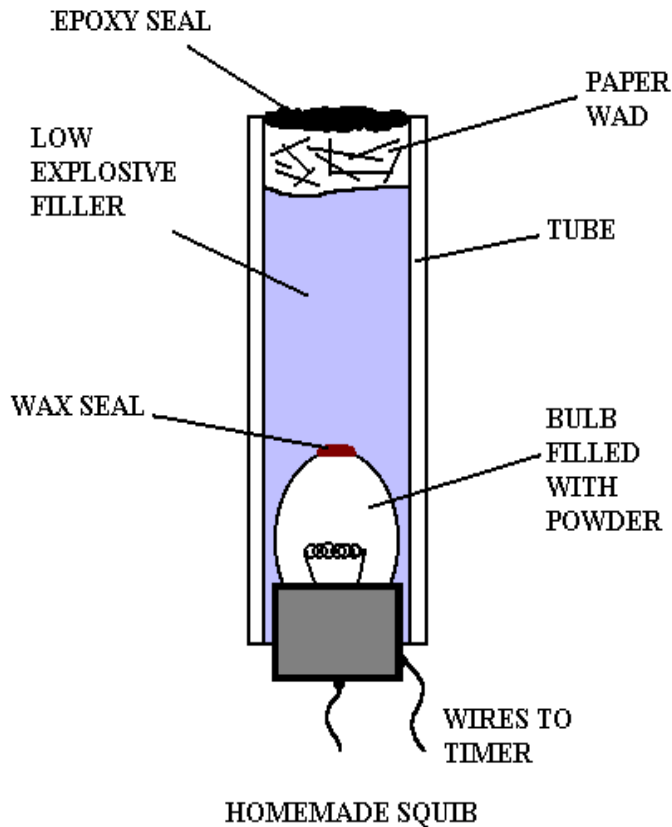
This device is perfect for arson attacks upon targets of low value such as mail-boxes.

Lightbulb Squib

A small lightbulb and a length of tubing are required to make this squib. Solder two wires to the contacts at the base of the lightbulb and then test the bulb with a battery to be sure its working. Carefully file a small hole in the tip of the bulb. Fill the bulb with a finely powdered, fast-burning, low explosive. Seal the hole with a drop of wax. Find a short length of cardboard, plastic or metal tubing which the bulb will fit snugly into and glue the bulb into one end. Fill the tube with a low-explosive powder. Place a small wad of paper on top of the powder and then seal the end of the tube with wax or epoxy. You have just created a small explosive device so handle it accordingly. This squib will ignite even the most difficult to light low explosives such as Ammonpolver.

The best location for a squib is in the center of the low explosive filler. This step alone will decrease the burn time

of a low explosive bomb by 50% and thus increase the power of the blast.



Improvised Detonator

An overwhelming number of different detonator designs have been produced over the years. The IRA tends to use one improvised from a piece of 1/2" copper tubing containing 2.5 grams of mercury fulminate, ignited by a flashbulb. Detonators built from plastic tubes are being produced presently and the Soviet army was using cardboard tube detonators as early as WWII. Once you understand the basic principles of detonation it will be a

simple thing to produce detonators in any configuration you choose.

As always I will attempt to keep things as straightforward as possible. The improvised detonator I will describe is produced from a spent .223 cartridge case though just about any piece of small tubing will do. It will be equivalent to a commercial #8 blasting cap, both in power and physical dimensions. The base explosive will be picric acid and the primary explosive will be HMTD. There are a number of different primary explosives that could be substituted but HTMD is the easiest to produce and is made from readily available materials. A word of warning, however, HTMD is not stable at elevated temperatures so dets made with it must be protected from heat. It will also corrode the cartridge case if stored for any length of time. Corrosion can be eliminated if the inside of the cartridge case is coated with a plastic or silicone sealer.

HTMD Production

Materials:

Hexamine - These are the small fuel blocks used in backpacker's stoves. They may also be found in surplus stores as army surplus fuel pellets. The ones you want are the small round ones, about the diameter and thickness of a Lifesaver candy. Scrape off the outer wax coating. The larger commercial packages hold eight small blocks weighing a total of 6 1/2 oz. They contain a purer grade of

Hexamine than the pellets and are actually cheaper than buying the bulk chemical on a pound-per-pound basis.

Citric Acid (sour salt) - Available at some supermarkets in the home canning section. Citric acid is used to adjust the pH of home canned products.

6% Hydrogen Peroxide - Hair Bleach, found in drug stores everywhere. This is not the same as the 3% antiseptic solution.

Procedure:

Pour 45ml (9 tsp.) of hydrogen peroxide into a small glass jar. Add 2 1/2 tsp. of finely powdered Hexamine in three portions. Stir vigorously between additions to make sure that all of the powder dissolves. Add a little more peroxide if necessary. Place the jar in a basin of cold water or in the refrigerator for 30 minutes.

Remove the jar from the cooler and add 4 1/2 tsp. Finely powdered citric acid in five portions. Stir vigorously between additions as before.

Let the jar sit overnight (8 to 24 hours) at room temperature. White crystals will have formed in the bottom of the jar. Filter the solution through a coffee filter. Rinse out any crystals sticking to the jar with a little cold water. Air dry the crystals on the filter and scrape into a secure plastic container. A 35mm film container is ideal for this purpose. Use care when scraping the crystals off of the filter because they are sensitive to shock and friction.

Igniter Match

An igniter match is similar to the Lightbulb Squib. Be sure that the bulb is small enough to fit into a the piece of 1/4" tubing described later. Using a nail file or emery board, file a small hole in the tip of the bulb. Fill the bulb with whatever finely powdered propellant you have decided to use. Seal the hole with wax, glue, silicone or a small piece of tape. Obtain a length of 1/4" tubing (any metal tubing will do) and cut a 3/8" length. Cut one end with a crimping cutter and the other end with a sharp cutter. A standard pipe cutter can be made to perform both of these tasks if you're careful; simply tighten up the cutter as far as it will go before cutting the crimped end and keep the pressure very tight throughout the cut. For the sharp cut use a very gentle cut with just enough pressure to make progressive scoring on the tube until its cut right through. Fit the bulb into the tube with the glass end just slightly protruding from the crimped end of the tube. Fill the gap between the tube and bulb body with epoxy or silicone and let it dry.

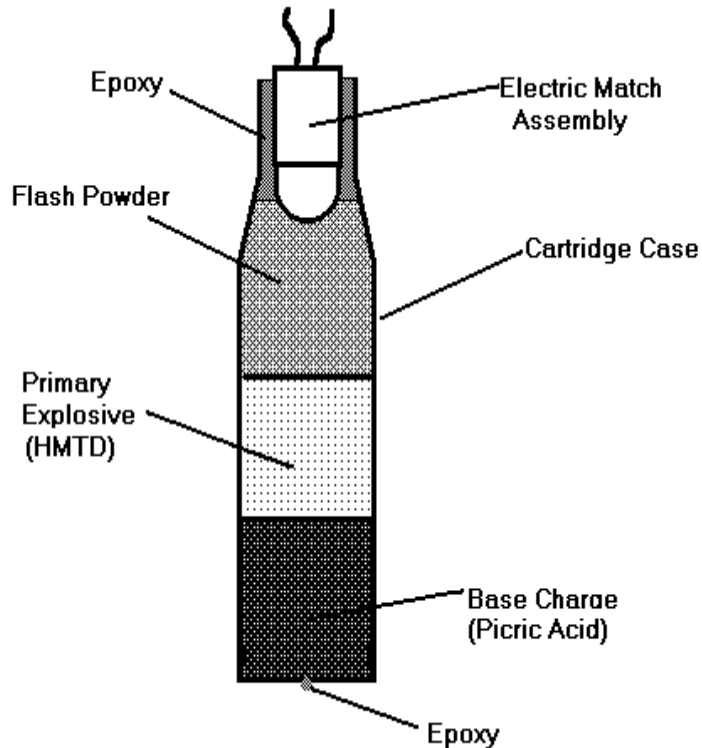
Detonator Assembly

Prepare the cartridge case by sawing off the rim portion and using a file, remove a bit of material from the base of the cartridge. This will give the case a more uniform thickness reducing the chances of a misfire. Force a tapered 5/16" metal rod down the case mouth to enlarge the opening. Plug the primer hole in the base with a bit of epoxy and let dry. Spray plastic sealer inside the case to prevent corrosion and let dry.

Be sure that the picric acid base charge is very dry before loading. Dry it at about 80* C for two hours before loading. This can be accomplished with a heat lamp or a simple light bulb, be sure not to overheat. The HMTD should be dried at room temperature or slightly above, overheating it may cause it to become inert.

Pour half of the 1 gram picric acid base charge into the case. Use a 5/16" wooden or plastic rod to carefully press it into the bottom. Using a bench vise to slowly force the rod into the case will make a suitable substitute for a proper detonator press. A modified single stage reloader's press would also make a suitable press. Do not twist, tap or pound the rod in any way. A plastic bucket or a heavy cardboard box should be placed over the press in case of an accidental explosion, this will happen from time to time but the covering will protect you from injury. Add the second half of the base charge and press as before. Pour .75 to 1 gram of the HMTD into the case and press as above. Add a few grains of black powder to the top of the primary charge and then carefully slide the igniter match assembly into the case mouth and seal with epoxy. When the epoxy is dry, spray the entire unit with plastic sealer to waterproof it. The detonator is now complete and ready to use.

When using this det try to use more voltage than the bulb calls for. This will cause the filament to glow hotter and faster before it burns out providing more certain ignition of the propellant.



Improvised Detonator

Timers And Delay Mechanisms

Pyrotechnic Delays

Probably the simplest delay mechanism is the slow-burning fuse. The materials and skills required to assemble this type of delay are quite basic and the finished product is very easy to use. The drawbacks to this type of delay include the fact that smoke emitted by the burning fuse may betray the location of the device.

A pyrotechnic fuse can be made with a length of string made from natural fibers, gunpowder or any other low-explosive powder, and some glue. Simply apply a bit of glue to the string and then roll it in the powder. Be sure to get plenty of powder to adhere to the glue and then allow it to dry. Once dry the fuse can be made more durable and moisture resistant by applying a thin coat of spray paint. The operative will have to experiment to determine delay time for these improvised fuses.

A sparkler can also be used as a pyrotechnic fuse. The sparkler burns at a consistent rate and is nearly impossible to extinguish once lit. The only drawback is that these devices are a bit difficult to ignite

Lead Break Fuse

This type of fuse has been in use since WWII and has proven itself to be rugged and reliable. A cocked striker, or firing pin, is restrained by a short length of lead solder wire. Pressure from the striker springs pulls the top of the striker shaft against the solder wire, slowly cutting its way through. When the solder can no longer restrain the load of the spring, it releases the striker to impact the primer and detonate the charge.

The length of the delay is determined by three factors:

- Spring Power - This is, of course, is self-explanatory. If you press harder against something you are cutting, it cuts faster.

- Solder Type - Solder wire varies in thickness and composition. Be sure you have conducted tests on the type of solder you intend to use before trying it with a real bomb.
- Temperature - In cold weather, solder wire hardens somewhat and will deliver a longer delay than one at room temperature. Extremely high temperatures, conversely, will cause the wire to soften which will shorten the delay.

Materials Required

12-penny duplex nail (striker)

5/16" metal tube, 3" long (fuse body)

#6 washer (shear pin support)

1/4" x 1 3/4" spring

1/4" x 1 1/2" steel bolt (primer/detonator assembly)

Small rifle or pistol primer

Blasting cap or improvised detonator

Coat hanger wire (arming and safety pins)

Solder wire (shear pin)

Procedure

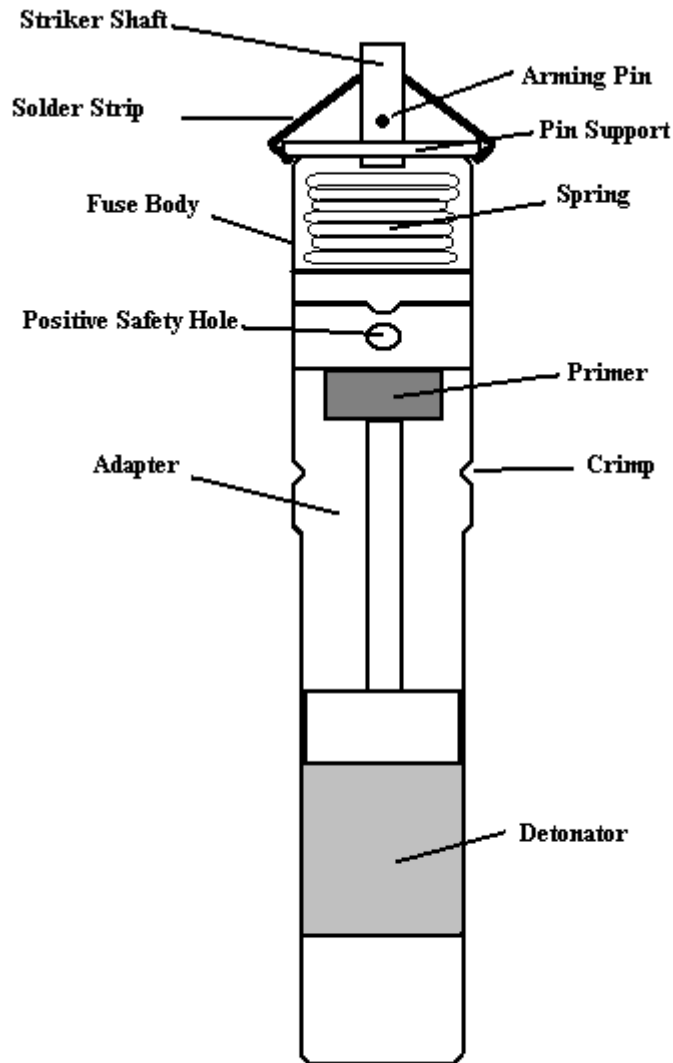
- Striker - Saw the head off the duplex nail and cut off any excess length. Chuck the nail in a drill, lock the trigger on and use a file to grind it into shape. Drill two 3/32" holes

about 1 1/4" up the shaft from the tip at 90 degree angles to each other and 1/8" apart. File off any burrs. Chuck the nail back in the drill and polish it with a piece of emery paper until it is slick and smooth.

- Fuse Body - Cut off a 3" length of the 5/16" metal tubing. The best tool for the job is a pipe cutter. Purchase a cheap one and dull the cutting wheel with a file so that it will crimp tubing quite a bit before it cuts through. This will create a secure seat for the spring. Drill a 3/32" hole through the tube about 1/2" from the bottom (uncrimped) end. This will hold the positive safety pin. Remove any burrs from the tube.

- Primer/Detonator Assembly - Saw the head and all but 1/2" of the threads off the bolt. File both ends flat. Using a 11/64" bit, drill a hole in the center of the bolt (unthreaded end) just deep enough to seat the primer, no deeper. Next, drill a 3/32" hole in the center of the first hole all the way through the remainder of the bolt. This is not as easy as it sounds, so be sure to have extra bolts and drill bits handy. Chuck the bolt in the drill and use a file to grind down the threaded portion until it will easily slide into the mouth of the blasting cap. Reverse the bolt in the drill and, using the edge of the file, cut a groove into the side, about 1/4" down from the primer end. Seat a primer into the larger hole using a vise padded with a piece of wood. Do this slowly and carefully, and be sure to wear eye protection. Paint around the primer with a sealer, such as nail polish, to waterproof it.

- Shear Pin Support - Ream the center hole of the washer with an 1 1/64" drill bit.



Lead Break Fuse

Assembly:

- Apply a light coating of oil to the firing pin and spring, then slide them into the tube. Use a 1/4" rod to compress

them until the striker shaft protrudes from the end of the tube. Slide the washer over the shaft and slip a short piece of coat hanger wire (arming pin) through the lower hole. Release pressure on the rod. The striker will be retained in the tube by the arming pin.

- Slip a length of solder wire through the upper hole and pull its ends down the sides of the fuzz body. Secure it in place with some tape.

- Slide the primer/detonator assembly into the tube. Estimate where the groove is located and use the dulled tube cutter to crimp it into place. Add a drop of superglue as security.

- Cover one of the positive safety pin holes on the fuse body with a short piece of tape. Pierce the center with a straight pin. Push the safety pin through this hole and into place. The grip of the tape will retain it.

- Pour a small amount of finely powdered low-explosive into the blasting cap and crimp or tape it into place. The fuse is now complete.

Operation

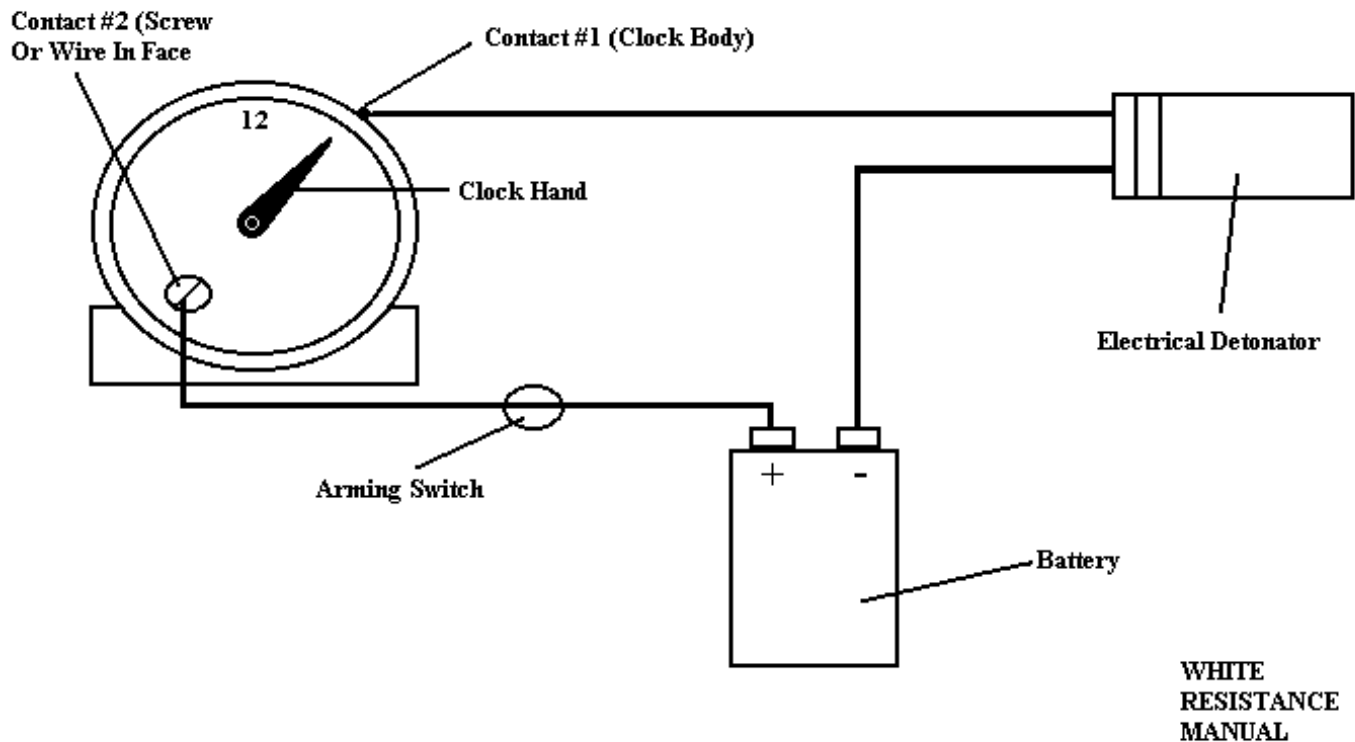
- Insert the fuse into the explosive charge. Withdraw the arming pin. The striker shaft will snap down onto the solder wire and slowly begin cutting through the solder wire. If the solder fails to hold, for any reason, the striker will be caught by the positive safety pin.

- If the solder holds, withdraw the safety pin.

- The fuse is now fully armed.

Clockwork Electrical Delay

The use of mechanical (analog) clocks and wristwatches is a common and effective method of delayed ignition. This fuse can be built from a wristwatch or an alarm clock. Both work on essentially the same principle, with some variation in construction. The basic idea of this fuse is to use the rotating hands of the clock to complete an electrical circuit and fire the bomb.



Basic Analog Electrical Delay Circuit

Construction

- Remove the plastic dial cover from the clock face.
- If a delay of less than 1 hour is required, remove the hour hand. If more than an hour is required, remove the minute hand. Remove and discard the second hand, if present.
- Scrape the finish off the leading edge of the hand where it touches contact #2. This will ensure a good connection.
- Drill a hole through the dial cover just big enough to receive the contact (#2). A small screw should be used as the contact, but if a wristwatch is used, it is best to use the end of the connecting wire as the contact. Tape or glue the contact in place. (NOTE: a blob of model airplane glue works well but avoid the use of cyanoacrylic "super-glues", as the capillary action of this type of adhesive has a tendency to coat the contact, effectively insulating it.)
- Replace the dial cover on the clock face. Check to ensure that the hand will touch the contact.
- Attach the other contact wire to the case of the clock. For alarm-type clocks, there is usually an external screw used for disassembly. This screws straight into the chassis of the mechanism and makes a perfect contact. For a wristwatch, the wire should be soldered to the case to ensure a good contact.
- Assemble the rest of the circuit as shown in the drawing. Make sure that the arming switch is in the OFF position. It is wise to use a light bulb to test the circuit to ensure its safety before a detonator is attached.

Collapsing Circuit

A collapsing circuit is a simple, cheap, and reliable delay that has seen long service with many terrorist groups. This circuit is so simple that it can be built by just about anyone... even if you don't have any electronics skills.

An electric relay is the heart of this delay mechanism. A relay is basically an electromagnetic switch. Current from a battery flows through its coil and generates a magnetic field, which moves a flexible contact towards or away from a fixed contact.

The two fixed contacts are known as "Normally Open" (NO) or "Normally Closed" (NC). When the relay is not energized, the moveable contact is positioned by spring tension against the NC contact. When the relay is energized, the moveable contact is drawn against the NO contact. One wire in the firing circuit is attached to the NC contact lead; the other is attached to the moveable contact lead (consult circuit drawing). When the relay is energized, the NC contacts are open and the firing circuit is incomplete. When the battery power degrades to the point where the magnetic coil can no longer hold the moveable contact against spring pressure, it touches the NC contact, completes the circuit, and fires the initiator.

The amount of time required for this action to take place depends primarily on the ohmic resistance of the relay coil and the type of battery used. Certain batteries, such as those

used in camera photoflashes, have high voltage but can only sustain their level of power for a comparatively short length of time. Therefore, if one of these is used, the delay will be shorter. The more ohms a relay is rated for the longer the delay will be.

Regular flashlight batteries of the same voltage rating will hold the contacts open for a much longer period of time than the aforementioned type, and alkaline batteries will hold them longer still. So, the combination of parts is dependent on the length of delay required. For a longer delay, use a relay with a high ohmic resistance and a battery made to deliver its rated voltage for long periods. For shorter delays, a relay with a low ohmic resistance and a battery of short current delivery is required.

With the proper combination, delays can be achieved ranging from about 15 minutes to several months. Its only drawback is that the accuracy is ballpark at best. Depending on temperature, battery condition, and other variables, the delay can swing as much as 25 percent or more either way. Use an electronic timer if split-second accuracy is required.

Materials Required:

- 1 DC relay
- 1 relay battery
- 2 toggle or other spst switches
- 1 firing battery

1 electric initiator

1 green relay lamp

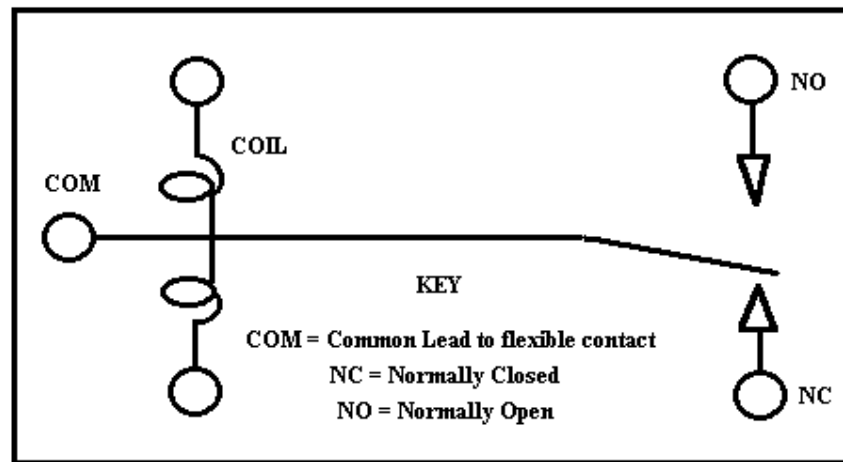
1 red relay lamp

Mounting board (wood, plastic or cardboard)

The voltage a relay is rated for can usually be exceeded by up to 50% without burning the coil out. For instance, a 6-volt relay can use up to 9 volts safely. This will usually give a longer delay, but this is dependent on the type of battery used. Conversely, if shorter delays are required, the relay can sometimes be run at a lower voltage. Testing is required to find out exactly how low it can go.

Shorter delays can also be produced by inserting a resistor into one of the power leads of the relay. Once again, some testing will be required to determine the approximate length of the delay. When doing this testing start with the lowest resistor available and go up in increments until you reach the desired length of time.

This type of delay can be built cheaply without the lamps and switches but they really make for a safe delay mechanism.



Schematic Diagram of Relay Contacts

Operation:

Flip switch A (relay) to ON position. The green lamp should come on with a constant, nonflickering light.

Flip switch B (firing) to ON position. The red lamp should NOT light.

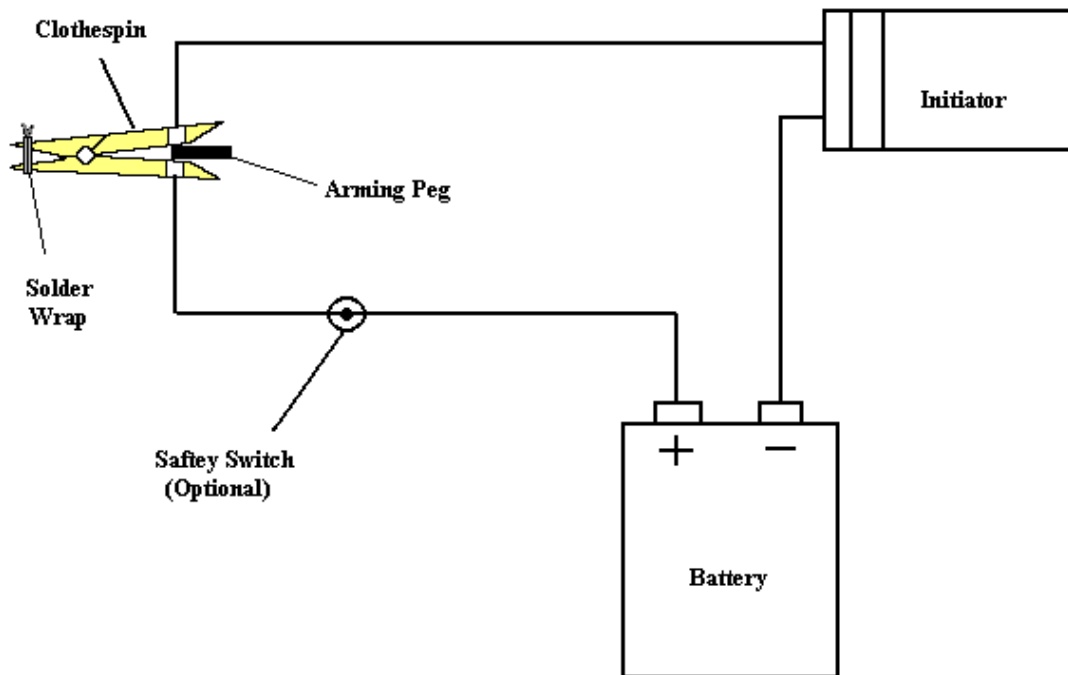
Flip switch A to OFF position. The red lamp should now be lit.

Flip switch A back to ON position. The green lamp should light and the red lamp should go out. This shows that the circuit is safe.

If the red lamp is out, the detonator may be plugged in safely. The bomb is now armed. NOTE: If desired, the det jack may be replaced with two single strand wires, which

are twisted around the leg wires of the detonator in standard fashion (Western Union pigtail splice).

Clothespin/Solder Delay



WHITE RESISTANCE MANUAL

Clothespin Delay Circuit

This is probably the simplest type of mechanical delays. A clothespin switch is created by wiring each jaw of a regular wooden clothespin so that a circuit is completed when the clothespin is in the closed position. The clothespin is then held open by wrapping its arms with solder wire. When spring tension from the clothespin stretches the wire enough, the jaws close, completing the circuit and firing the bomb. The length of delay is determined by the thickness

of the solder and the number of wraps used. Experimentation will allow you to determine the average length of delay. A piece of wooden dowel or a similar insulator can be used as an arming pin by placing it in the jaws and removing it to arm the device.

Straight Chemical Delay Fuse

This type of delay uses a corrosive liquid which eats its way through a barrier material and comes into contact with a reactive substance, producing heat and flame needed for initiation. The most commonly used corrosive is concentrated sulfuric acid, which is readily available. The most commonly used reactive is a chlorate-based composition, such as potassium chlorate and sugar or match heads. The materials that have been used as barriers are many and varied. In the past, materials such as paper, cardboard, copper sheet, rubber sheet (balloons, condoms, etc.), gelatin capsules, even Ping-Pong balls.

The chemical delay I will present here uses a gelatin capsule barrier glued to the end of a tube of sulfuric acid. It has the unfortunate shortcoming common to most chemical timers; temperature variation. A great deal of variation in delay times occurs at the low and high ends of normal temperature. At very low temperatures (less than 32 degrees F) it becomes inoperative. This is a real drawback, however this chemical delay can be counted on to function reliably and fairly accurately within median temperatures

and it costs about a quarter to produce. Some experimentation will be needed to determine delay time.

Materials Required:

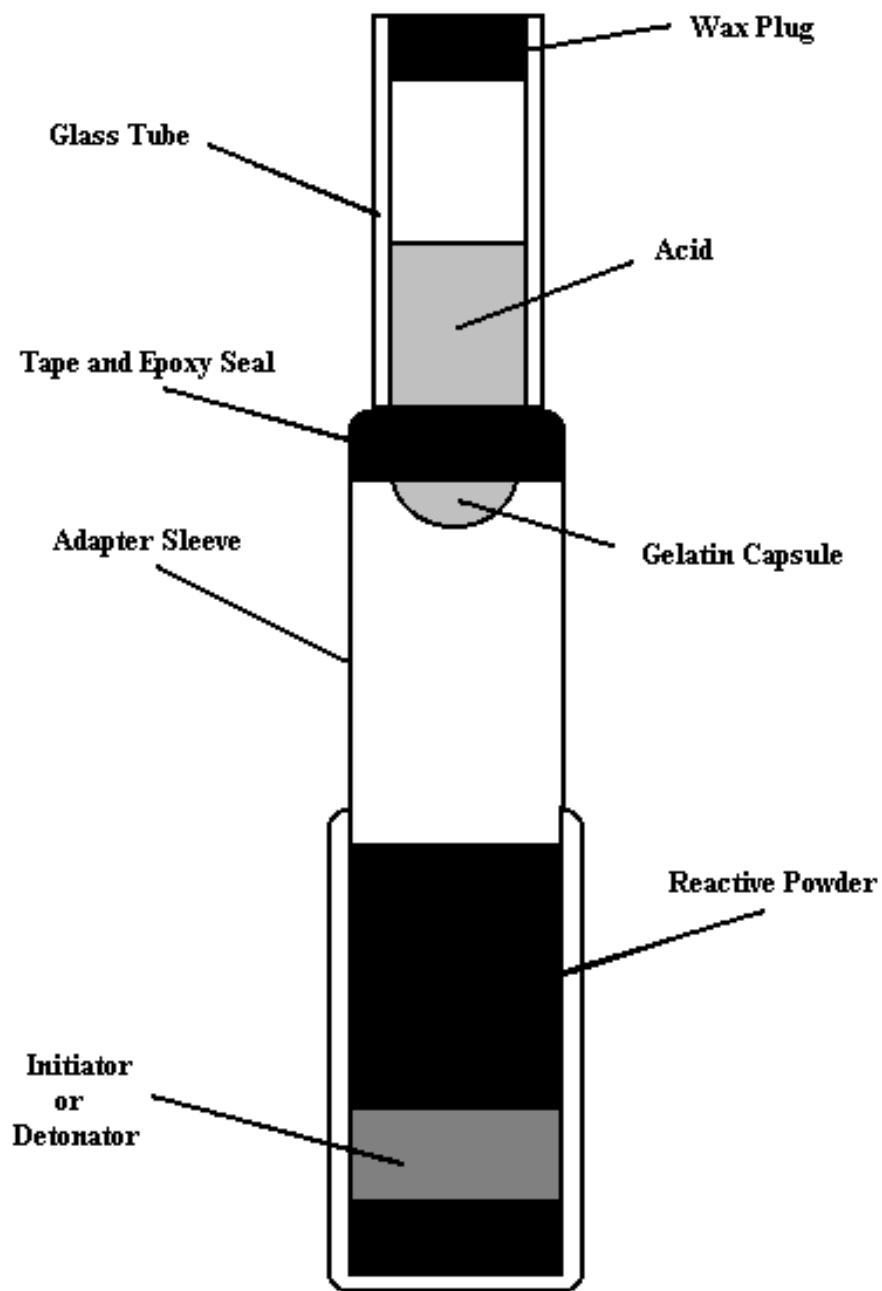
Glass Tubing

Gelatin Capsules

Epoxy

Small Birthday Candles

Sulfuric Acid



Straight Chemical Delay Fuse

Construction:

Cut off a 3" length of the glass tubing. If you don't have a tube cutter, use a three-cornered file to scratch a line around the circumference of the tube. As you work your way around, the groove gets deeper and deeper. When the glass gets thin enough it will simply snap off.

Heat the end of a birthday candle and shove it into the end of the tube to a depth of at least $\frac{3}{8}$ ". Cut off the excess.

Place the tube upright in a stand and, using an eyedropper, carefully fill it about $\frac{3}{4}$ full with concentrated sulfuric acid. Wipe off the area around the neck.

Paint the area around the side of the neck with a thin layer of epoxy and quickly slide the capsule half over the end. After the adhesive dries, dab additional epoxy on any seams that look weak. Let dry.

Wrap a piece of electrical tape around the seam as insurance. Store the completed fuse in an upright position to prevent activation. This type of fuse should only be made up as needed and never stored for very long. Great caution must be exercised in transporting this type of chemical fuse.

In order to get this fuse to initiate an explosive device it must be fitted into a short piece of tubing with the reactive powder between it and the detonator. The detonator, obviously, must be of a non-electric type and will be plugged into the other end of the tubing.

Warning: As the acid erodes the gelatin membrane, it becomes thinner and thinner, and so the fuse becomes more

and more sensitive to shock. Once armed, this fuse must not be disturbed as the result may be instantaneous initiation. Bomb squad personnel are aware of the hazards of attempting to move or defuse this type of detonator and are unlikely to even make an attempt.

Straight Chemical Fuse, Type II

This fuse works on the same principle as the previous one. In this example, the sulfuric acid is contained in a small glass vial. It is activated by crushing the upper portion of the tube, which breaks the vial and allows the acid to come into contact with the thin rubber membrane and eat its way through to the reactive material. The small glass vial can be obtained from perfume samples, made from modified lightbulbs or purchased at those druggie "head" shops. Whatever type of vial is used, its stopper must be well coated with wax in order to protect it from the acid. The size of the crush tubing depends on the dimensions of the acid vial.

Materials Required:

Crush tube - Soft aluminum or copper tube with an inside diameter equal to the outside diameter of the acid vial, and about 3/4" longer than the vial.

Rubber membrane - The best material to use is the end portion of a long balloon. Avoid using a condom as the lubricants and spermicides they are coated with will prevent the acid from doing its work in a reliable way.

Support tube - Hard metal tube with an outside diameter the same as the inside diameter of the crush tube.

Adapter sleeve - May be needed if commercial blasting cap is used.

Acid vial - see above.

Reactive Material - Chlorate powder or match heads.

Construction:

- Cut the crush tube to the appropriate length.
- Cut about 1" off the closed end of the balloon and slip it over the end of the crush tube. Make sure it fits snugly. Secure with a strip of tape.
- Slide the acid vial into the crush tube and secure it in place near the top with a drop of epoxy. When dry, plug the top of the tube with a blob of epoxy putty or auto body filler.
- Prepare the adapter tube from a larger piece of metal or plastic tube. It must be about 2" long and have an inside diameter that will snugly (not too tight) accept the crush tube with the rubber membrane in place.
- Slide the crush tube, rubber end first, into the adapter tube to a depth of about 1". Wrap a piece of tape around the tube to secure it in place.
- Fill the detonator's open end with reactive powder or match heads, and slide it into the open end of the adapter as

far as it will go. DO NOT FORCE IT! Tape it into place. (Note: It may be necessary to sleeve the det with a short piece of tube to make it fit into the adapter. Glue the det to the sleeve with epoxy or superglue. Add a strip of tape as a sealer.) The fuse is now complete.

To use, place the detonator into the explosive mass. Make sure that the top of the tube is pointing upward. It will not function reliably in any other position.

Flatten the upper portion of the tube with a pair of pliers. The fuse is now armed. The sulfuric acid will eat its way through the rubber membrane and contact the reactive material, which will flash on contact and ignite the detonator.

Chemical/Mechanical Delay Fuse

This fuse is based on the same principle used in most military "time pencils." A striker or firing pin is restrained by a thin wire or line. This wire is wrapped at one point by a pad of absorbent material. A corrosive chemical is soaked into the pad and begins attacking the wire. After a period of time, the wire is unable to retain the load of the striker spring, breaks, and the striker impacts the primer. The primer in turn ignites the detonator, which detonates the charge.

The corrosive chemical is usually contained within a small glass vial, which the user crushes to activate the fuse. While this makes for handy operation, it poses problems for the improviser. First, it requires the machining of a two-

part tube - one end of a hard metal to support the spring/firing mechanism, and one of a soft metal, which may be crushed by the fingers and which must be well sealed to prevent leakage. Second, the corrosive must be sealed into small, fragile glass vials that must fit into the narrow tube. This may all be more than the average operative cares to go through to obtain a delay of this type, however the finished product is an accurate and reliable delay mechanism.

The basic design may be modified for use with different solvent or corrosive and wire combinations. The solvent can be carried in a small plastic squeeze bottle such as is used to dispense nasal spray. The fuse is activated by squirting the solvent through the arming port onto the absorbent pad.

The illustrated example was built from 5/16" stainless steel tubing, but many different types of tubing or pipe (metal, plastic, etc.) may be used. The only alterations in the basic design will be due to the dimensional differences in the tubing used.

This version of the fuse uses a liquid solution of ferric chloride to corrode a copper restraining wire. This solution is readily available from electronics parts suppliers, where it is used to etch copper circuit boards. It is quite cheap, about \$15 a gallon. The solution is soaked into the absorbent pad and begins eating its way through the restraining wire. The length of time required for breakage to occur depends on the temperature, strength of the solution, and the thickness of the wire.

As purchased, the ferric chloride is a saturated solution. This means that the water contains as much ferric chloride as it can hold. Adding water will weaken the solution and so extend the time delay. As always, test to determine the length of delay.

Materials Required:

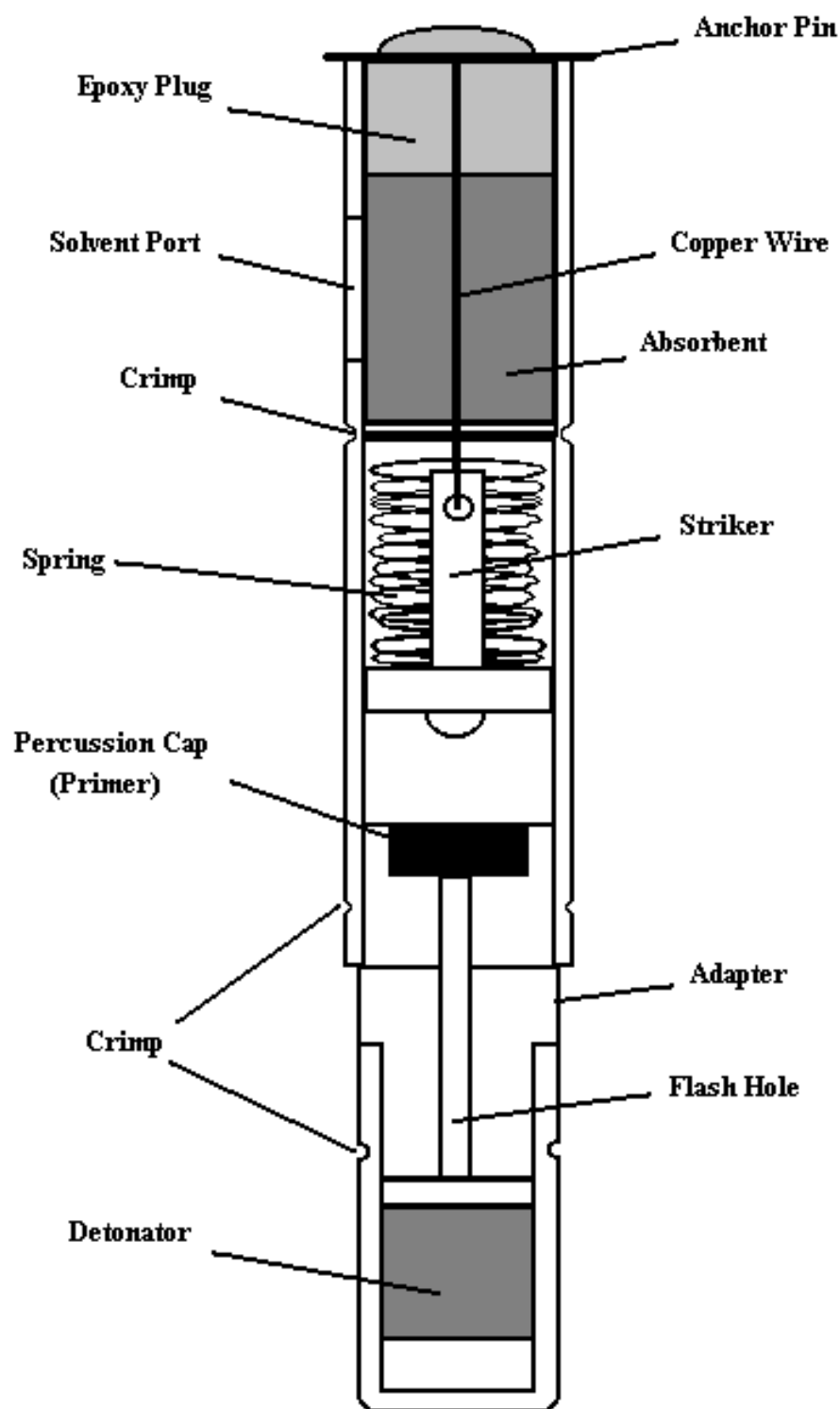
Firing Pin - The firing pin is made from a 12-penny duplex nail. The head and excess shaft length are cut off and the nail chucked into a drill. A file is used to grind the nail head down to the desired size and shape. The firing pin and spring fit together closely, eliminating the need for supporting spacers to keep it centered with the primer.

Absorbent Pad - The absorbent pad is a small wad of packed cotton.

Tube - The end of the tube is sealed with a plug of epoxy or auto body filler. On top of this filler is a short steel pin which serves as an anchor for the restraining wire. The wire is tied tightly to this pin before the epoxy is pressed into place.

Adapter - The primer/detonator adapter is identical to the one used for the lead break fuse.

Fuse Body - The fuse body is cut from a length of 5/16" tube, about 3" long. The dull cutter is used to crimp the tube about 3/4" down from the top. The arming port is a 1/8" hole drilled in the side just above the crimp.



Chemical/Mechanical Fuse

Assembly

- Attach one end of the copper wire to the firing pin. Give it a couple of twists and add a drop of solder to keep it from untwisting.
- Slide the spring over the firing pin and wire. Give it a light coat of oil and slide the whole assembly into the fuse body.
- Pull the wire through the other end. Pack the area above the crimp with cotton until it is about 1/4" from the top.
- Pull the wire up tight, compressing the spring. Wrap it around the anchor pin and cut off any excess. If there is excessive slack, it can usually be tightened further by rotating the pin a couple of times. Let the pin rest on the top of the tube.
- Fill the open space above the cotton with epoxy or auto body filler.
- Assemble the primer/detonator adapter and install in the tube as in the lead break fuse.

SCR Modified Electronic Clocks

There are many commercial time pieces on the market today that may be modified for use as electronic time-delay fuses. Travel alarms, countdown timers and digital alarm watches are the three main types encountered. All are adapted using the same basic mechanism - an SCR (Silicon

Controlled Rectifier) switching circuit, although the construction details will vary slightly due to the differences in the physical form of the time piece.

The SCR is an electronic switch that may be closed by the tiny electric pulse generated by the alarm buzzer of the time piece. An SCR has three prongs - power in (from the battery), power out (to the detonator), and gate (to the alarm buzzer). Refer to the drawing for details.

When the time piece emits its pulse to the SCR's gate prong (A-1), it closes the circuit, routing the power from the positive side of the battery to the detonator. The circuit drawing contains two optimal accessories - a momentary switch (B) and a power lamp (D). These are not entirely necessary, but they will enhance both the safety and ease of use of the fuse.

The momentary switch serves to cut the power from the battery to the SCR. This is necessary because the SCR will not reopen until this power is cut, even though the pulse from the time piece has been interrupted. Any type of on-off switch may be used, but a momentary is easier to use and, usually, smaller.

The power lamp serves to indicate whether there is power flowing through the firing wires that lead to the detonator. It is very important to know whether the detonator is being connected to a live power source, considering the consequences if it is (instant detonation).

The source for these time pieces can be almost any type of variety store - supermarkets, drugstores, electronics hobbyist stores, or even auto parts stores. These units are produced very cheaply and can be purchased for as little as \$2. It will be necessary in many cases to replace the batteries with fresh, reliable ones.

Lets take a closer look at the three main types.

Travel Alarm - These types are usually pretty small, about 2"-3" long and maybe 1/2" thick. If small components are used, all of the additional circuitry (with the exception of the firing battery) can be fit inside of the case. It functions like an alarm clock, so the current time of day as well as the alarm time (detonation) desired must be set.

Digital Alarm Watch - This is the smallest of the three and functions as the previous one does, i.e., alarm clock fashion. A wire is run from the alarm contact through the watch case to the SCR. The hole in the case may be sealed if the watch is to work, and the short length of wire concealed under a piece of electrician's tape. The SCR circuit must be housed separately, as there is no room in the watch case to house the components.

Countdown Timer - This is a modernized version of the old kitchen timer and is the best of the three to use. It is compact but still large enough to house all of the circuitry including the firing battery. It is also the simplest to set up.

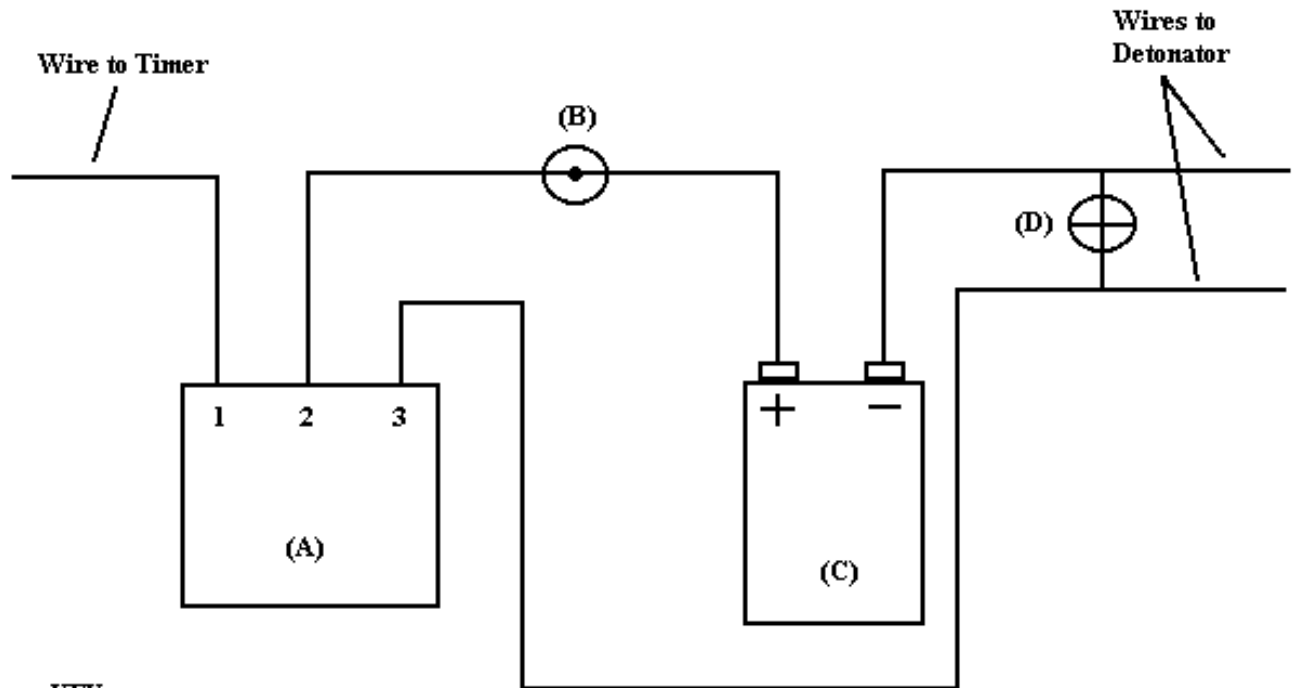
The alarm contact varies with the type of time piece used. Watches generally use two small metal tabs that press

against a flat disc to produce the alarm sound. The travel alarms generally use the same disc system, but the contacts are a pair of tiny brass springs. The countdown timer uses two wires to the buzzer, which may or may not be of the disc form.

Open the case on the time piece and expose the alarm buzzer. Test with a multimeter to find the positive contact on the buzzer. This is where the gate prong on the SCR is attached.

Construction:

Assembly of the circuit is very simple and really requires no detailed instruction. As an added safety precaution, a safety switch should be added to the det wires. This would allow greater ease and safety in operation, as the detonator could be connected to the circuit and the operative could still set and test the timer with complete safety. Another safety measure is to connect the wires that ordinarily go to the detonator to a miniature stereo headphone jack. The leg wires on the detonator would be attached to a mating headphone plug. After starting the timer and finding the circuit safe, the detonator is plugged into the jack.



KEY

(A) = SCR

1. Gate

2. Power In

3. Power Out

(B) = Momentary Switch (Optional)

(C) = Battery

(D) = Power Lamp (Optional)

SCR Switching Circuit

Operation:

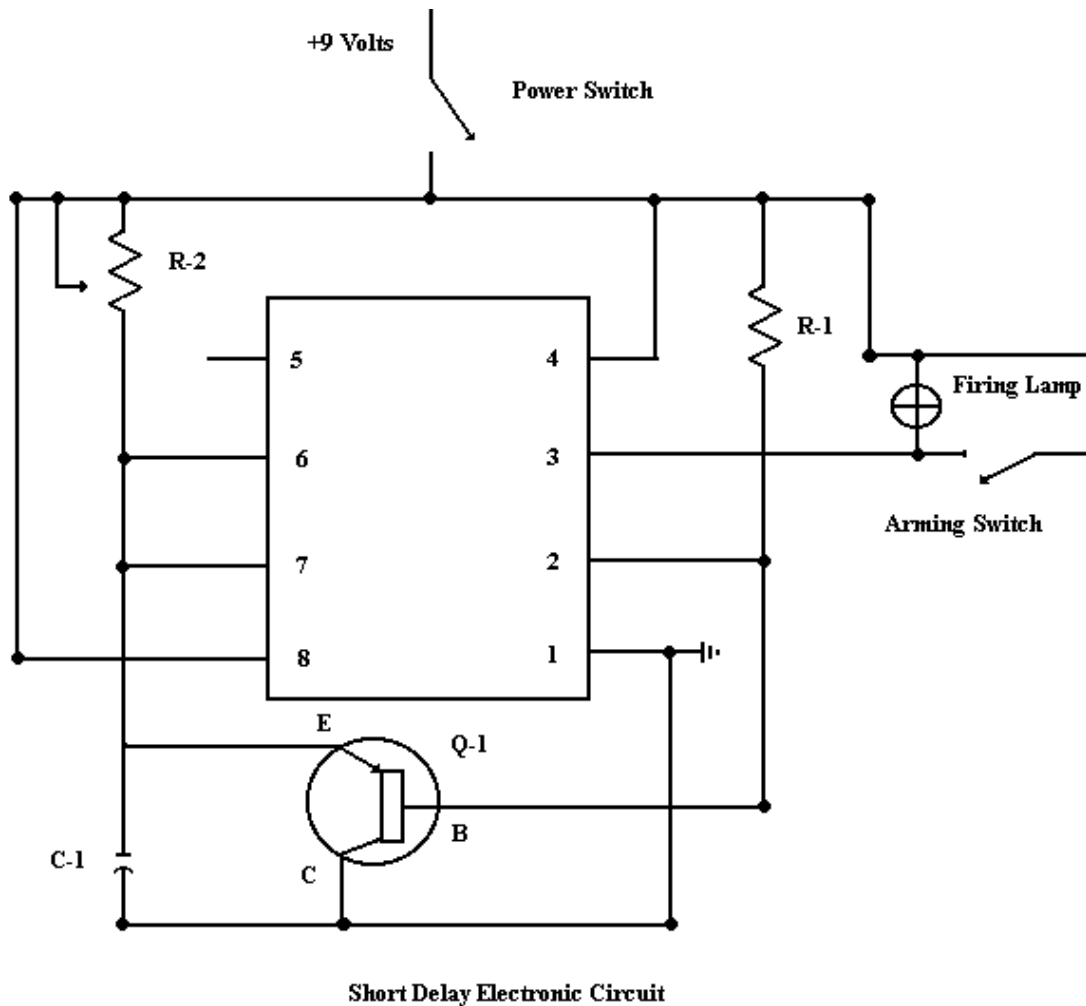
- Set the timer or alarm to the desired delay.
- Check the power lamp to see if there is power to the det wires.
- If all checks out OK, connect the detonator.

- Start the countdown.

Notes: Test the delay a couple of times by connecting a buzzer to the detonator wires. After the delay is complete and the buzzer sounds, the battery must be disconnected or the momentary switch depressed to break power to the det wires by resetting the SCR.

Short Delay Electronic Circuit

This device is easy to build, accurate, reliable and cheap. The parts are readily available from electronics supply stores and will cost under \$5. Delays from under 10 seconds to about 3 hours can be obtained through different combinations of components. The length of delay is determined by the values of R-2 and C-1 (see chart)



Lets take a look at the circuit and its parts:

R-1 is a fixed resistor, valued at 4.7K. It never changes.

R-2 is another resistor and may be fixed, variable, or a combination of the two. The use of a variable resistor (potentiometer) will allow the time delay to be adjusted if necessary, within a certain range.

C-1, the capacitor, is a common electronic component. Increasing its value, either alone or in combination with R-2 (preferred), will give longer delays. Capacitors (and resistors) are found in many electronic appliances and may be scavenged from these sources.

Q-1 is a 2N3906 transistor. Many different types can be substituted, so consult with an electronics supplier if you can't find this exact one.

555 IC chip is one of the most popular ICs yet developed and may be found in many different types of circuits. Cheap and versatile.

Before building this or any other circuit, the operative should do some studying of basic electronics. When experimenting with electronics it is a good idea to use a solderless "breadboard" in order to test delays and gain experience.

This circuit is maxed out at 14M resistance and 1,000 capacitance. Remember to raise the value of the capacitor when you raise the value of the resistor to any significant extent. After final assembly, retest the delay time to make sure it hasn't changed. The particular soldering technique used may have added some resistance to the circuit, thereby altering the timing. After everything has been assembled and tested, it should be smeared with a "potting" material such as epoxy resin, which will serve to protect the delicate electronic components from damage.

Some nice touches to add to this circuit are a power switch, arming switch, and a firing lamp. This enables the assembled device to be carried and armed with maximum safety. Upon arrival at the target, the power switch is activated. If the red firing lamp doesn't light, the arming switch is flipped on. The bomb is now activated and will fire after expiration of its delay.

Long-Range Electronic Timer

This device is similar to the previous one in that it uses a 555 IC chip as its heart. Extensions in delay are obtained by adding on 4017 Decade Counters. The 555 is wired so that it will periodically emit a pulse to the 4017. After receiving 10 such pulses, the first 4017 will multiply the time delay of the previous chip by a factor of 10. As many 4017s as needed can be added, but as shown in the example, five decade counters will provide over two months of delay.

The basic time (the frequency of pulses emitted by the 555) is varied by altering the component values, as in the previous example. Do not be tempted to use large-value components (as in the previous example) to avoid using more decade counters. This is not exactly the same type of circuit, and large-value components may introduce instability into the circuit and cause the operative many headaches. A reliable delay is absolutely imperative. This calculation chart shows how to determine the delay from the values of the components.

Calculation Chart

Example

$F = (\text{Frequency of output}) 0.693 (\text{Constant value for 555 IC}) \times 0.0001 (\text{C-1, 100-uf capacitor}) \times 1,000,000 (\text{R-1, 1M resistor}) + 2 \times 4700 (\text{R-2, 4.7K resistor})$

OR

$$F = 0.693 \times 0.0001 \times 1,009,400$$

OR

$$F = 69.95 \text{ seconds}$$

Each 69.95 seconds, the 555 will send a pulse to the 4017 chip and automatically reset itself. After 10 pulses are received (a time delay of 699.5 seconds, or around 11 minutes, 39 seconds), it will send a pulse to the second 4017 and reset. After the second 4017 has received 10 pulses (a time delay of 116.5 minutes), it will emit a pulse and reset. And on and on, depending on how many 4017s are used. I've included a short list to show the possibilities for a given set of components. Remember: the components can be altered to achieve the required delay.

Example

555 + 100-uf capacitor (C-1) + 1M resistor (R-1) + 4.7K resistor (R-2) 555 = 69.95 seconds
4017-1 = 699.5 seconds
4017-2 = 116.5 minutes
4017-3 = 19 hours, 25 minutes
4017-4 = 194 hours, 18 minutes, or approximately 8 days
4017-5 = Approximately 80 days

A Note On Batteries

Only fresh batteries should be used in any electronically powered explosive device. If any cold weather exposure (under 50 degrees F) is expected, alkaline batteries should be used. At temperatures below that the batteries should be insulated. Expanding foam insulation, the kind that is sprayed from a can, works well for this. This insulation will protect batteries and circuits at high temperatures as well.

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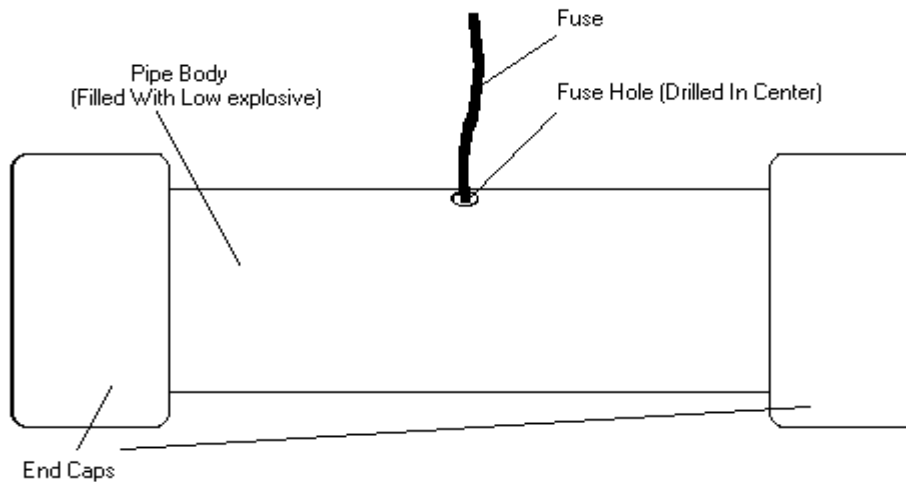
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Improvised Explosive Devices

Pipe-Bombs

The pipe-bomb is possibly the simplest of improvised explosive devices. It has been used by countless revolutionary movements, criminal organizations, guerillas, resistance fighters, and disgruntled, anti-social or homicidal individuals throughout the world to spread terror and mayhem. In its classic form the pipe-bomb consists of a short length of iron pipe sealed at both ends with threaded end caps, the pipe is filled with some type of low-explosive propellant (most commonly gun powder or match heads). High explosives can, of course, be used in a pipe-bomb but in this case the pipe functions only as a fragmentation jacket and plays no part in containing the blast and is therefore, technically, not a pipe-bomb. An igniter and delay mechanism or a fuse is inserted through a hole in the pipe body or one of the end caps. Extra shrapnel, often in the form of nails or ball bearings is sometimes affixed to the outside of the pipe body creating a device capable of inflicting lethal wounds on multiple targets within roughly a ten meter radius. A pipe bomb can be made from nearly any type of tubing but the stronger the pipe the better it can contain the explosion before rupturing and therefore the more powerful the blast. I have provided some ideas for producing pipe-bombs here with an eye toward safe construction, positive function and maximizing power and lethality.

Classic Pipe Bomb Design



Safe Construction

A pipe-bomb is a lethal and inherently unsafe device. Numerous bombers have been killed, crippled, maimed or blinded and ultimately caught due to the premature ignition of one of their devices. There are a number of causes of unplanned deflagration;

- 1: A spark caused by static electricity. The potential for such a spark can be reduced by lining the inside of the pipe with a plastic bag before filling it with propellant.
- 2: A spark or flame from a heat source. This one is so basic I don't really need to explain it. Obviously one should never bring any explosive device into contact with a heat source, open flame or spark - this includes cigarettes, wood stoves, candles, gas lamps etc.
- 3: Heavy impact or explosive shock. If a pipe-bomb is dropped or stuck very heavily there is a chance, albeit a slim one, that it could explode. The shock wave from another explosive, a

discharging firearm or even a powerful backfire from a vehicle engine could cause what is called a sympathetic explosion. This is fairly unlikely but anyone even considering constructing a pipe-bomb should be aware of the potential.

4: Powder caught in pipe threads: This is, apparently, a very common cause of unplanned ignition. A tiny bit of the propellant powder gets into the threads of the pipe and when the end cap is screwed on the powder is crushed and ignites blowing a gaping hole in its constructor. This situation can be avoided by using a toothbrush to clean the threads out and then lightly coating the pipe and cap threads with Vaseline prior to final construction. Also using the earlier suggestion of placing the powder inside a plastic bag or constructing the bomb with some alternative to the end caps, such as Bondo, will eliminate the potential for this problem occurring.

Maximizing Power

- If improvised propellant is to be used make it as fine as possible and be sure it is dry and well mixed. If commercial Black Powder is to be used FFFFg is very fine and makes a good filler. If Smokeless Powder is available use DBSP rather than SBSP as it is more powerful.. Probably the most powerful low-explosive filler is Potassium Chlorate powder.
- Lethality can be greatly increased by strapping or taping shrapnel such as nails, BBs, nuts and bolts and any small bits of scrap metal you can scrounge onto the body of the pipe bomb.

Positive Function

- If a fuse is to be used make sure it is dry and in good condition, braiding three or four of them together is a good way of ensuring positive ignition. One of the very best improvised fuses if commercial fuses are unavailable is a "sparkler". These are the bright burning fireworks which are placed on children's birthday cakes. They consist of a straight piece of metal wire coated with some type of slow burning propellant. These things are cheap, very common and burn very slowly and positively; being nearly impossible to put out.

- If a homemade lightbulb squib is to be used inside the bomb be sure that it is of a design which you know to be functional. The inside of the bomb cavity must be well filled with propellant to ensure that the squib makes contact with the propellant when ignited.

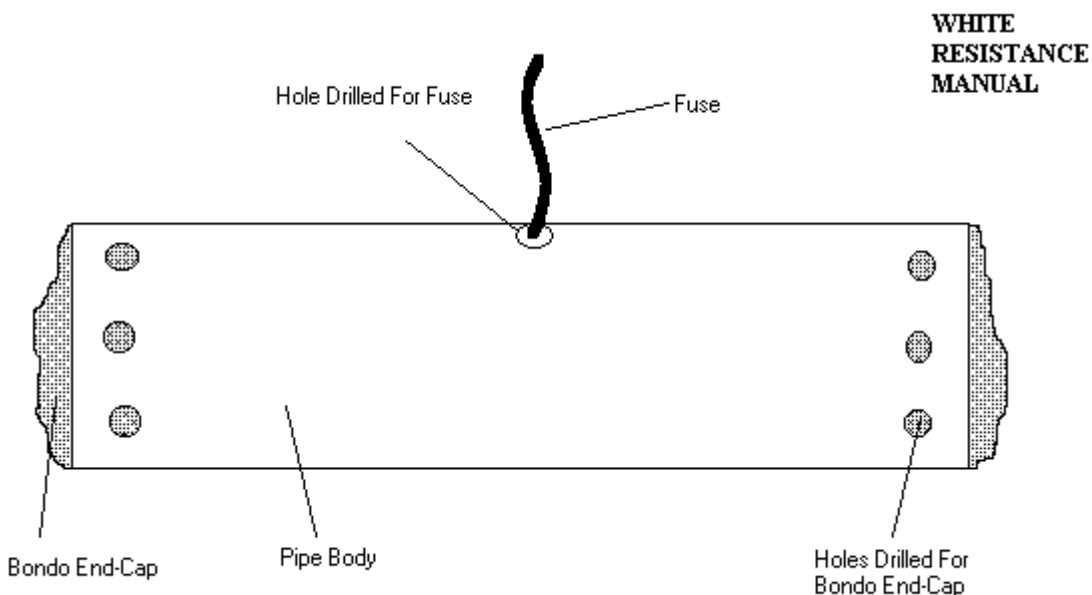
- Double check the function of any timer, clockworks or delay mechanisms. Be sure any wires are in working order and use fresh batteries where applicable. Never use any untested design, system or propellant in an actual bombing.

Note: Remember an unexploded bomb is the Holy Grail for investigators from which they will obtain clues as to who you are and evidence which will hang you if you're caught. When a bomb is built its function is to explode... period!

Some ideas for constructing expedient pipe-bombs: Rather than constructing bombs from pre-cut and threaded 1 foot pipe sections and end caps try cutting 1 foot sections from a length of at least 1 inch I.D.(inside diameter) discarded pipe. Instead of purchasing end caps try using auto body filler such as Bondo to fill the ends. To do this first drill a series of six or eight 1/4 inch

holes around the circumference of each end of the pipe section. Next mix up enough Bondo to fill one end of the pipe to a one inch depth. Heap the Bondo into a blob on top of a piece of paper and then place one end of the pipe into it. Be sure that the Bondo fills the pipe to a one inch depth and starts to ooze out of the holes you drilled. Let the Bondo harden then drill a hole in the center of the pipe section for your fuse or igniter wires. Next stand the pipe up with the Bondo end cap down and fill halfway up with propellant leaving enough room for your fuse or igniter to be secured against the opposite pipe wall with glue. After the glue dries continue filling the pipe with propellant until you reach 1 inch from the top then mix some more Bondo to fill the end, again making sure that the Bondo oozes out the holes you drilled earlier. Once hardened these Bondo end caps will contain the pressure of the exploding pipe-bomb long enough to ensure fragmentation of the iron pipe body itself. I have tried this pipe-bomb design and it really does work, it is vastly cheaper, safer to construct and produces less traceable evidence than using purchased pipe sections and end caps.

Improved Pipe Bomb Design



After some experimentation I produced a pipe bomb which could pass through a metal detector successfully. PVC pipe is used as the pipe body, this can either be in the form of purchased 1 foot threaded sections or preferably sections cut from discarded PVC pipe. End caps can be purchased and fastened on the ends with PVC cement or better yet Bondo end caps can be used as described earlier. In this design we must not use any metal so our fuse or igniter and delay mechanism must be non-metallic. Also our shrapnel cannot be metallic, therefore marbles, taped to the pipe body, will serve this purpose nicely. This bomb will not be as powerful or destructive as its metal counterpart because the PVC cannot contain the explosive gasses long enough to produce a really powerful explosion, but if well constructed it should be capable of inflicting lethal wounds within a five to seven meter blast radius.

Mail Bombs

This type of device consists of an envelope or small package containing an explosive device which will be detonated upon opening or alternately by remote control. This device is intended to be delivered right into the target's hands either through the postal system, a delivery company or by the bomber himself. The first two options leave a paper trail and possible witnesses at the point where the package was mailed and the third, while producing no paper trail, forces the bomber to be present at the crime scene. None of these options is particularly appealing however hand delivery may be preferable in the case of a target to be struck at his/her residence. This is due to the fact that there will in all likelihood be few witnesses to an early morning package delivery in a residential area. If the target is in a civilian/commercial or government building hand delivery will be difficult because of security cameras and numerous witnesses.

The main problem with this type of attack is the fact that the intended target is often not killed or maimed in the explosion but instead one of his or her underlings takes the brunt of the bomber's rage. This is particularly true for civilian/commercial or governmental targets where someone in the mailroom, a secretary or receptionist will most likely be the victim of this attack. Sometimes, in the instance of a Jewish, gay or some other degenerate or non-White activist group, this is perfectly acceptable. However in the case of a civilian/commercial or government agency where the target is an individual or small group of individuals in policy making or leadership roles, a bomb attack which indiscriminately kills or injures innocent Whites is not acceptable. These types of targets will be better dealt with by directing mail bombs to their residences to reduce

the possibility of innocent victims. Selective assassination may have to be considered for targets protected by such "human shields".

Mail bombs fall into two main types;

Letter Bombs

The letter bomb is less likely to raise suspicions than the package bomb and is therefore more likely to be opened by the intended target. This type of device consists of an envelope filled with explosive, set with a detonator and rigged to explode upon opening. Envelopes from the standard business size to the large folder type can be used. The drawback to this type of device is the limited amount of space within the envelope, requiring a very powerful high explosive in order to be effective. Sheet Explosives such as M-118 or M186 are best suited for this type of device and will produce a device capable of destroying its intended target. Military sheet explosives are not easy to come by but I have provided a proven method for their construction in the Improvised Explosives section. The sheet explosive is sized to fit within the envelope, and a detonator is set. A proven method for rigging this device to explode upon opening is the use of a musical greeting card. This is the type of card which when opened plays a tune through a tiny speaker powered by a watch battery. This pre-existing circuitry can be rewired from the speaker to our detonator (a more powerful battery may be required) and the sheet explosive and detonator placed within the card. Some of our comrades in Germany have had great success in killing and maiming a number of immigration advocates and lawyers (most of them Jews of

course) with this type of device, as of this writing those responsible have not been caught...Seig Heil!

The spatial constraints of this type of device don't offer the operator much room to make improvements. There is really no way to add to the lethality of the letter bomb without making it suspiciously heavy or oddly shaped. The whole point of this type of attack is to destroy the primary target and this can only be accomplished if that target is not made suspicious by your device.

Package Bombs

This type of device offers the bomber a number of options regarding what type of explosive device to deliver within the package. A low explosive pipe-bomb type device or a high explosive device can be used depending on what type of explosives are available to the bomber. Packages from the size of a video cassette case to about the size of a shoebox or larger can be used, offering, with the right explosive, enough room for a very powerful bomb. It is important to remember, however, that many of the individuals and groups which we might select as targets for this type of attack are already aware of this possibility. In many circles any unexpected package will arouse a great deal of suspicion.

Unlike the letter bomb this device is intended to act like a "Trojan horse". It will be brought into the targeted building and explode destroying individuals and property within. For this reason very a powerful charge should be used and some form of shrapnel should be added to increase lethality.

A variation on this device is a hand delivered package, which is rigged with a wire or radio controlled initiator. This device is left at the doorstep of the target building or residence and when picked up or approached by the targeted individual the operative can initiate the explosive from a distance. Wire controlled systems are simple enough all that is required is very long wires which when touched together complete the circuit powering the initiator or detonator. Bear in mind that the longer the wires the more power is reduced in the circuit, therefore it would be wise to use more powerful batteries than required to power the initiator. This is a high risk type of attack and must be well planned to reduce the chances of capture.

Some ways to minimize suspicion;

- A package from an unfamiliar address will be viewed with some suspicion. A nasty trick is to label the package as having been sent from the address of a secondary target, usually an individual or organization familiar to the primary. That way the primary target will be more likely to accept and open a package from a familiar address but if the primary rejects the package it will be "returned" into the hands of the secondary target.
- The FBI has warned those who are concerned about the potential for package bombs to be suspicious of packages with excessive postage, no postage or excessive exterior tape. If a package is to be mailed, take the time to calculate the proper postage and use only that much. Be sure the exterior of the package looks in no way out of the ordinary.

Backpack Bomb

The backpack bomb is generally an anti-personnel device concealed in a backpack or large bag. The bomber carries the device to the target area and then leaves it behind to explode after he has made his escape. A backpack offers enough space to conceal a fairly large and powerful device (up to about 60-70lb) capable, with the right explosive and ample shrapnel, of producing lethal injuries upon a large number of individuals or of significantly damaging a building or other property. Low or high explosives can be used in this type of device, with low explosives requiring shrapnel in order to produce a lethal blast. Great care must be taken when deploying this type of device, if it is not built, set and handled properly it will blow the operative into fishfood.

A good precaution the operative can take is to place a large steel plate at least 1/8" thick (better yet 1/4" or 3/8") inside the backpack between the bomb and the operative's back. Be sure to use the largest steel plate you can fit inside the pack. This steel plate may save you from shrapnel damage in the event of a premature explosion however you will likely be knocked flat, injured, deafened and will not escape law enforcement.

This steel plate can also be used to direct shrapnel in a similar fashion as a shaped charge or a claymore mine. This will produce a more deadly killing pattern which can be targeted in a specific direction. A backpack bomb with a steel plate was used by Eric Rudolph at the 1996 Olympics in Atlanta. Unfortunately the backpack was moved by a security guard by just prior to the explosion, changing the direction of the blast from right into a crowd of dancing niggers to almost straight up. Anyone who has seen the videotape of the blast understands the potential for

murder and mayhem inherent in a surprise bomb attack in a crowded area, only one person was killed by the bomb but dozens were injured in the scramble to escape the area. If that bomb had functioned properly the death toll would have been very high.

Vehicle Bombs

Car and truck bombs have been used for many years by guerilla fighters throughout the world. The idea behind this type of device is to pack a vehicle with a huge amount of explosives and then move the vehicle into a position near enough to the target to do serious damage. The IRA has an effective practice of kidnapping the family of an employee of their intended target and then forcing them to deliver the bomb to the target. The bombing of the French embassy in Beirut was accomplished in a similar fashion, the bomb was concealed in the vehicle of an embassy employee without her knowledge. Once she was waved through the gate and had parked inside the compound, the bomb was detonated. These are known in terrorists circles as "proxy car bombs."

The widespread use of vehicle bombs in recent years has led to extreme countermeasures in some areas. Most high value targets will react swiftly to an abandoned Ryder van or any other suspicious vehicle. Good planning will have to be put to work in order to use vehicle bombs against hard targets. Softer targets may have to be selected for this type of attack.

The best type of vehicle for use as a bomb is a standard passenger van, although a full-sized sedan with a large trunk may be adequate. Avoid the use of large, rental moving vans;

the Oklahoma City bombing has created a lasting sense of suspicion among law enforcement and civilians alike when they see these vehicles anywhere near a potential target.

Aside from the Trojan-horse effect the real strength of the vehicle bomb is the huge amounts of explosives which they can deliver. Cheap, improvised explosives should be used instead of more expensive and harder to obtain high explosives such as TNT or C-4. Save these for those jobs where their high power is needed. The most obvious choice here is AN-FO since it costs about \$15 to produce 100 lbs. of it from readily available ingredients.

Fragmentation Grenade

Effective fragmentation grenades can be made from a block or cartridge of high explosive with shrapnel, such as nails or ball bearings, affixed to the outside and a non-electric blasting cap and fuse as the initiator.

Materials Required:

High Explosive

Nails

Non-Electric blasting cap

Fuse cord

Tape, string, wire or glue

Procedure:

- If an explosive charge other than a standard TNT block is used, make a hole in the center of the charge for inserting the blasting cap. TNT can be drilled with relative safety. With plastic explosives, a hole can be made by pressing a round stick into the center of the charge. The hole should be deep enough that the blasting cap is totally engulfed by the explosive.
- Tape, tie or glue one or two rows of closely packed nails or other shrapnel to the sides of the explosive block. The shrapnel should completely cover the four surfaces of the block.
- Place the blasting cap on one end of the fuse cord and crimp with pliers.

Note: To find out how long the fuse cord should be, check the time it takes a known length to burn. If 12 inches burns in 30 seconds, a 10 second delay will require a 4 inch (10 cm) fuse etc.

Insert the blasting cap in the hole in the block of explosive. Tape or tie fuse cord securely in place so that it will not fall out when the grenade is thrown.

Alternate Use:

An effective, directional anti-personnel mine can be made by placing nails on only one side of the explosive block. In this case an electric blasting cap will be used in order to facilitate the use of a tripwire, pressure plate or motion sensor as the explosive initiator.

Cylindrical Cavity Shaped-Charge

A shaped charge can be made from common pipe. It will penetrate 1-1/2 in. (3-1/2 cm) of steel, producing a hole 1-1/2 in. (3-1/2 cm) in diameter. A device of this type can be used to disable armored vehicles, breach security doors and safes, or destroy heavy industrial equipment.

Materials Required:

Iron or steel pipe, 2 to 2-1/2 in. (5 to 6-1/2 cm) in diameter and 3 to 4 in. (7-1/2 to 10 cm) long

Metal pipe, 1/2 to 3/4 in. (1-1/2 to 2 cm) in diameter and 1-1/2 in. (3-1/2 cm) long, open at both ends. (The wall of the pipe should be as thin as possible.)

Blasting cap

Non-metallic rod, 1/4 in. (6 mm) in diameter

Plastic Explosives

Procedure:

If plastic explosive is used:

Place larger pipe on flat surface. Hand pack and tamp explosive into pipe. Leave approximately 1/4 in. (6 mm) space at top.

Push rod into center of explosive. Enlarge hole in explosive to diameter and length of small pipe.

Insert small pipe into hole.

Important: Be sure direct contact is made between explosive and small pipe. Tamp explosive around pipe by hand if necessary.

Make sure that there is 1/4 in. (6 mm) empty space above small pipe. Remove explosive if necessary.

Turn pipe upside down and push rod 1/2 in. (1-1/4 cm) into center of opposite end of explosive to form a hole for the blasting cap.

Caution: Do not insert blasting cap in hole until ready to fire shaped charge.

How To Use:

Method I - If electrical blasting cap is used:

1. Place blasting cap in hole made for it. Caution: Do not insert blasting cap until charge is ready to fire.
2. Place other end of pipe flush against the target. Fasten pipe to target by any convenient means, such as by placing tape or string around target and top of pipe, if target is not flat and horizontal.

Caution: Be sure that the base of pipe is flush against target and that there is nothing between the target and the base of the pipe.

3. Connect leads from blasting cap to firing circuit.

Method II - If non-electrical blasting cap is used:

1. Crimp cap around fuse.

Caution: Be sure fuse is long enough to provide a safe delay.

2. Follow Steps 1, 2, and Caution of Method I.

3. Light fuse when ready to fire.

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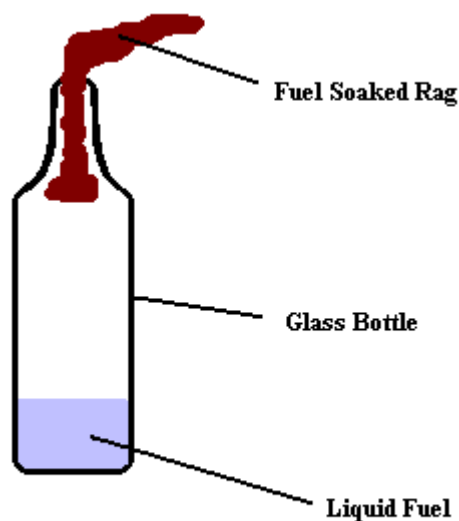
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Incendiaries

Incendiary devices are used to start arson fires and as anti-personnel devices.

Molotov Cocktail

This is the simplest incendiary device, used first by civilians in Eastern Europe against Soviet invaders (the Soviet foreign minister was named Molotov). It consists of a glass bottle 1/4 filled with combustible liquid fuel and a fuel-soaked rag stuffed into the bottle's mouth as a fuse. Adding about 1/4, by volume, of liquid soap will make the fuel sticky and it will cling to whatever target it is thrown at. The fuse is lit and the bottle thrown at the target. It then shatters and spreads flames in a roughly 4' radius. Don't fill the bottle too full as it might explode in your hand when lit.



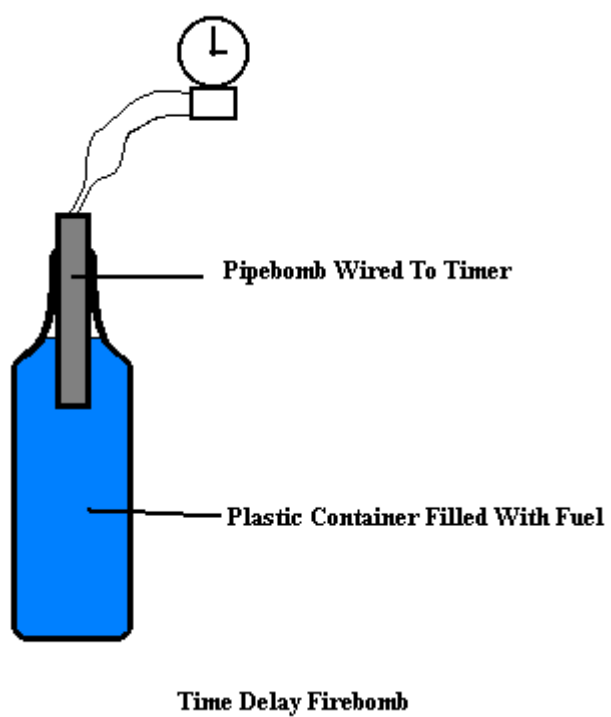
Classic Molotov Cocktail

"Drano" + Brake Fluid Firebomb

A type of Molotov cocktail, which doesn't require a fuse or initiator can be made by filling a glass bottle with brake fluid and placing it into a paper bag with "Drano" crystals in the bottom. When this device is thrown the bottle shatters allowing the brake fluid and "Drano" to mix, which causes the brake fluid to burst into flames.

Time Delay Firebomb

This is essentially a Molotov cocktail with a time delay mechanism (see Improvised Initiators + Delay Mechanisms) which allows fires to be set at some time after the operative has left the scene. In this case the container is filled almost full with fuel. A plastic container works best for this application as it will not contain the burning fuel the way that glass might. The effectiveness of this firebomb can be increased by inserting a small, waterproofed pipe-bomb into the top of the container and setting the delay to initiate this bomb. When the pipe-bomb explodes it will send jets of flame in all directions, causing a very large fire.



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Mines & Booby Traps

The operative can use mines and booby traps for selective assassination or to defend a residence, perimeter or retreat. Any of these devices can also be used in an ongoing guerilla campaign when fighting against numerically superior forces. Mines and booby traps also have great potential for causing general mayhem when employed in non-White areas.

Claymore Mines



Claymore mines are anti-personnel, directional mines, which are used for perimeter defense, remote ambush and early warning when enemies trip them outside of a defensive perimeter. The claymore mine consists of a fiberglass casing which is concave in the front and convex in the rear. Inside is 900 grams of C-4 plastic explosive belted on the front with rows of steel shot. Two pairs of scissors legs extend from the bottom for placement on the ground and the weapon is sighted in using a slit between the

detonator wells. The claymore mine can be initiated remotely by the user or can be set to explode with a tripwire. When detonated a claymore produces a 40' frontal kill zone. These weapons proved themselves to be essential to modern warfare during the Vietnam War, where thousands of them were used to thwart the Gooks' "human-wave" attacks. To the White resistance fighter, the claymore mine can be employed as a booby trap, a remotely detonated weapon of assassination or terror, or a defensive weapon to protect the operative's retreat.

Claymores can be deployed wherever the enemy is likely to move, park their vehicles, store goods or pass through choke points. These weapons are really only useful against personnel and their directional firing makes the blast much more devastating in crowded areas than a radius fragmentation bomb of similar power.

Improvised Claymore Mines

C-4 is the optimal explosive for this application but if none can be obtained or improvised other explosives can substituted with some loss of performance.

Start the assembly process by purchasing or "liberating" a length of heavy-duty 8" PVC waste pipe. Some plumbing shops will have scrap ends and pieces for sale at reduced prices.... But lets face it "liberating" several full-length pipes from a construction site is really a lot more satisfying. This pipe is very tough but easily worked. It measures 26.5" in circumference and has a wall thickness of about 1/4".

Measure around the rim of the pipe, marking it off in 9" segments. This will yield two 9" segments and one that is not quite 9"s. Using a wood saw, cut 10"s down the length of the sidewall at the three places marked. Cut these three pieces away from the main body of the pipe, yielding three 9" x 10" curved pieces of tough resilient PVC pipe. These pieces will be the back plates for three claymore AP mines.

Drill a 1/4" hole in the center top of the slab about 1/2" down the 9" side. This is the top of the device. The hole is for use with a nail or wire as a means of mounting in final position for firing.

Drill two 3/8" holes along each edge of the 10" side of the slab. Put one on top and one on the bottom with about 8" separating them. These holes will retain an 18" long, 1/4" diameter bolt, providing legs on which to punch the device into the ground. Weld an old washer to the bolts near the bottom as an aid in pushing the steel legs into the ground. Building the mine this way allows it to be deployed either by hanging it up or punching it into the ground.

Twist and bend the bolts so that they slip through the 3/8" holes that extend solidly below before proceeding to the next step.

Carefully cut the top lip of a 1-quart Ziplock bag measuring 7" by 8.5" down each on side to just above the plastic bag. Be careful not to puncture the Ziplock bag, as it must be absolutely airtight after being filled and mounted to the PVC slab. The plastic lip exposed by slicing the top of the bag is used as an anchor on which to tape the filled plastic bag.

Fill the plastic bag full of ground ammonium nitrate. About 1 lb should be packed into the bag. It is important that the bag be packed bulging full, if it is not the powder will not lay flat on the blast shield.

The explosive must lie in an even layer on the plate when placed in a vertical position. If it slumps to the bottom of the bag, the effectiveness of the device is compromised. Usually this is caused by the bag not being packed full of powdered ammonium nitrate. Keep track of the amount of fertilizer used so that the correct amount of nitromethane can be set aside for eventual inclusion in the Ziplock bag.

Carefully seal up the Ziplock bag, and test it to be sure it is zipped, locked, and airtight. This step is very important.

Use heavy-duty 1" wide fiberglass packing tape to attach the top lip of the filled Ziplock bag to the top of the PVC plate. Run a line of tape down the side of the bag as well as along the bottom. Before setting the plate and attached upright (vertical), run two more very tight strips of tape over the face of the bag. They should be placed so as to keep the explosive in the bag from settling down or sagging. In all cases, keep the layer of powder packed as flat as possible on the PVC plate.

Be careful that you do not permanently seal the bag with tape; the Nitromethane must still be added prior to mine deployment.

Military issue claymores contain 700 .38 caliber hardened-steel balls imbedded in the C-4. Hardened steel is used because lead can be deformed by the blast and fly off erratically. Hardened steel balls are also marginally more effective against vehicles

and slightly cheaper than lead. The operative may use any round lead, iron or steel ball available, provided they are between .28 and .45 caliber. It will almost certainly be necessary to purchase this part of the claymore.

Steel ball of .38 caliber is often sold as slingshot ammo, but it is not usually cheap. Lead shot for shotshell reloading can be purchased, without much hassle, at most gun stores. 00 buckshot is probably the best bet. It is .35 caliber and numbers about 98 balls to the lb.

Seven hundred rounds of 00 buckshot will weigh about 7 lbs. This and the explosives will produce a device which weighs about 9 lbs, far more than military models and too heavy for most applications. 3 - 4 lbs of shot will work nicely in front of the 1 lb C-4 charge. This will produce a weapon with a 35' frontal kill zone.

Once the shot has been obtained it is time to start the most difficult task involved in claymore construction; setting the shot in place. The resulting layer of projectiles must completely and evenly cover the explosive packet without any gaps in spacing and without layering them too deep in some places. This layer must lie vertically, tightly on the explosive.

Shot in military issue claymores is pressed right into the C-4 charge but in our homebuilt claymore, this is not possible.

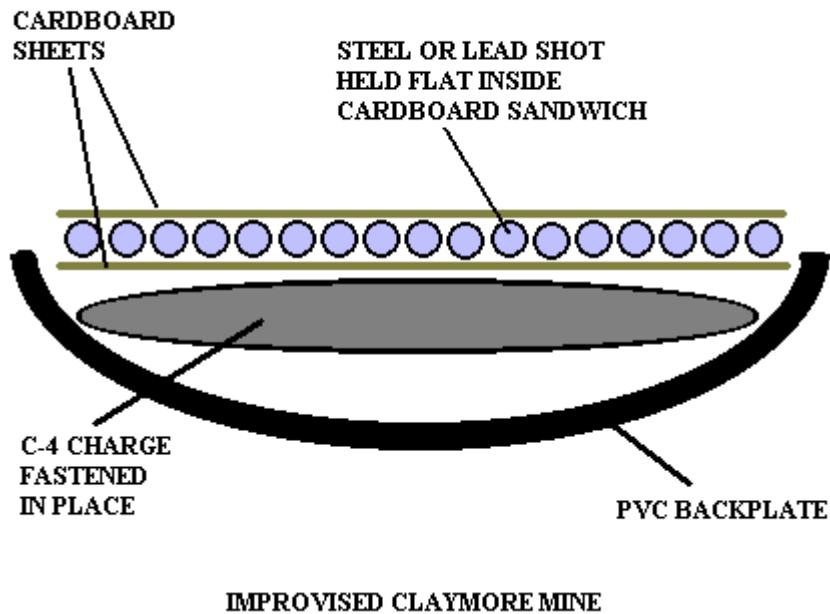


The best solution to this problem is to place just



enough projectiles in a 7" x 8.5" Ziplock bag to fill it with no holes or gap but not allowing the projectiles to pile up in any one place. Suck all the air out of the bag and seal it. Having created a smooth, flat packet of projectiles, lay two pieces of stiff cardboard on front and back of the Ziplock packet. Tape these together rigidly, still holding the shot in a flat, smooth configuration.

Next tape the packet of shot to the packet of explosive, being sure to leave access to the ammonium nitrate so that the Nitromethane can be added. Prime the C-4 charge with a #8 blasting cap or an improvised equivalent placed in the center of the charge. These weapons can be initiated by wire remote, radio electronically, on a timer, by tripwire or motion detector... really any method the operative requires.



Once the Nitromethane is added the claymore should have a field life of around 4 months, however, as always when dealing with homemade C-4, they should be used soon after mixing and never stored.

Directional Shrapnel Trap

A directional shrapnel trap can be built in a similar fashion as the [Match Gun](#). A larger pipe is used and less care is required in construction as the operative will not be firing this device from the shoulder but will instead set it up to a trip-wire or something similar.

Materials Required:

Iron pipe approximately 3 ft. (1 meter) long and 2 in. to 4 in. (5 to 10 cm) in diameter and threaded on at least one end.

Threaded cap to fit pipe.

Black powder or similar propellant about 1/2 lb. (220 grams) total.

Electrical igniter (e.g. model rocketry match or lightbulb squib)

Safety or improvised fuse may also be used.

Scrap metal bits, large ball bearings or small stones about 1 in. (2-1/2 cm) in diameter of about 1 lb. (454 grams) total.

Rags for wadding, each about 20 in. by 20 in. (50 cm x 50 cm)

Paper or rag

Battery and wire

Note: Be sure pipe has no cracks or flaws.

Procedure:

- Screw threaded cap onto pipe.
- Place propellant and igniter in paper or rag and tie package with string so contents will not fall out.
- Insert packaged propellant and igniter into pipe until package rests against threaded cap leaving firing leads extending from open end of pipe.

- Roll rag till it is about 6 in. (15-1/2 cm) long and the same diameter as pipe. Insert rag wadding against packaged propellant igniter. With caution, pack tightly using stick.
- Insert stones and/or scrap metal into pipe.
- Insert second piece of rag wadding against stones and/or metal scrap. Pack tightly as before.

How To Use:

- Bury pipe in ground with open end facing the expected path of the enemy. The open end may be covered with cardboard and a thin layer of dirt or leaves as camouflage.
- Connect firing leads to battery and switch. Mine can be remotely fired when needed or attached to trip device placed in path of advancing troops.

Note: A non-electric ignition system can be substituted for the electrical ignition system as follows.

- Follow above procedure, substituting safety fuse for igniter.
- Light safety fuse when ready to fire.

12 Gauge Shotgun Trap

A booby trap similar to the directional shrapnel trap can be made from an [Improvised Shotgun](#) or a shotgun which is otherwise unsuitable for combat purposes. A trip wire can be set up to fire this weapon with its trigger or it can be fired

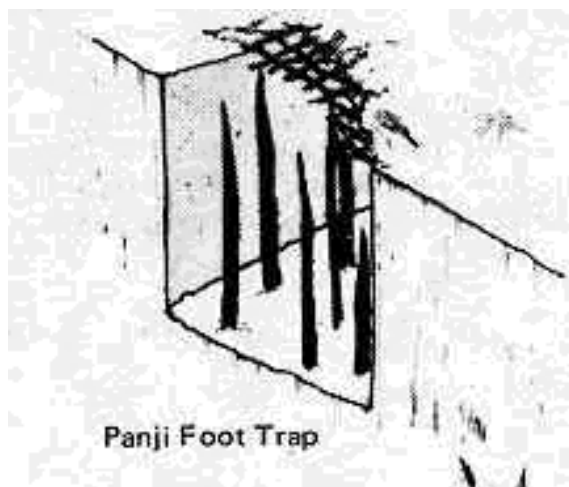
electrically. A very cheap and simple version of this booby trap can be built from a 2"x4" and a mousetrap.

Simply glue a cheap, spring type mousetrap to a 2"x4" then drill a 3/4" hole through the mousetrap and the 2"x4" so that the dead center of the hole is right under the striker of the mousetrap.

Next glue a BB to the primer of a 12 Gauge shell and insert it into the hole. The striker of the mousetrap must hit this BB when the trap is triggered. Set the trap up to a tripwire. A larger board could accommodate a number of these assemblies and when fired would work nearly as well as a Claymore mine.

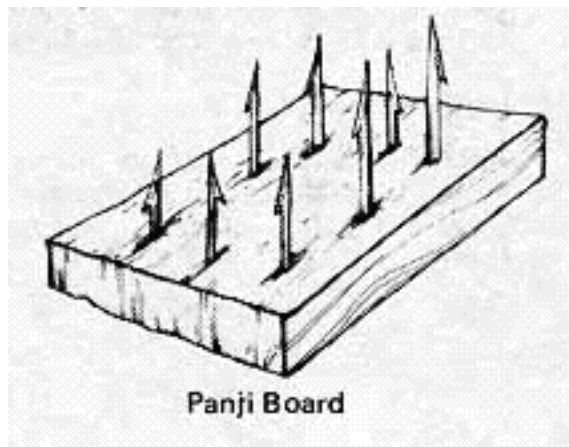
Any type of improvised firearm can also be used in a similar way as a [Mail Bomb](#). For this application set improvised firearms to fire in 2-6 directions upon opening of the package to increase lethality. A mousetrap type manual trigger or an electric firing system can be used to initiate this device upon opening of the package.

Panji Trap



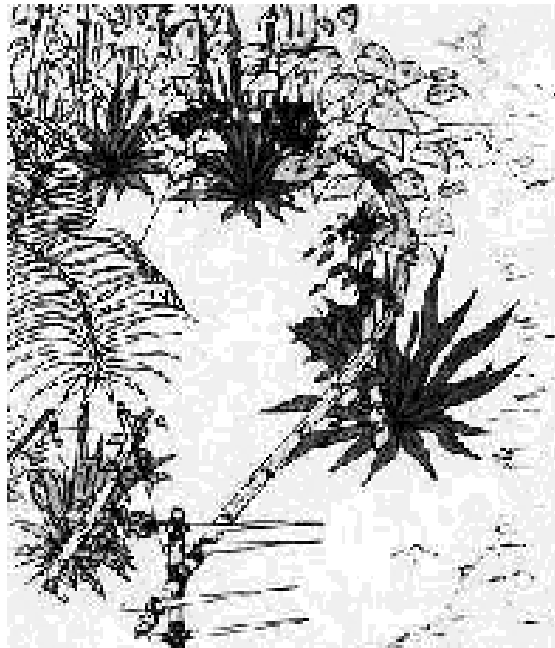
A very simple trap. A small pit is dug, lengths of sharpened sticks are cut and inserted vertically into the bottom of the pit, a thin covering of dirt and leaves over the top and there you have it.

Panji Board



A piece of board often with metal spikes, the ends filed to create sharp barbs. When the victim's foot is impaled on the trap it can't be immediately removed without causing intense pain and further damage. The tips can be smeared with [poison](#) or fecal matter to increase the risk of infection.

Whip Trap



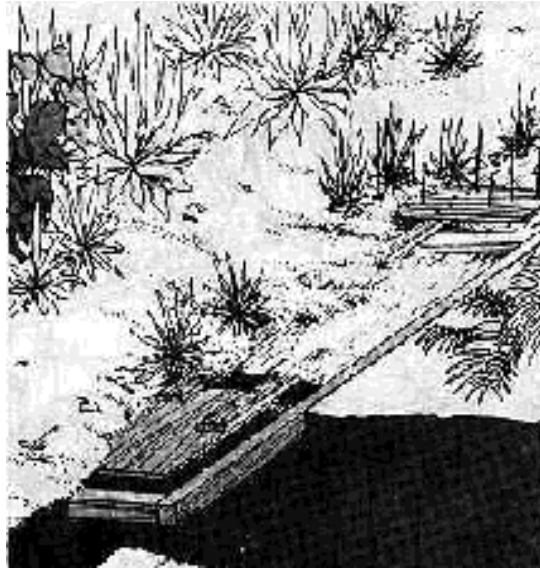
Also called a Bamboo Whip Trap. Normally constructed of a length green Bamboo with spikes attached to one end. The Bamboo pole is bent and held in an arched position by a catch device triggered by a trip wire stretched across the track. When released the Bamboo pole whips back impaling the person triggering the trap. A branch from any springy wood will work as well as bamboo.

Venus Fly Trap



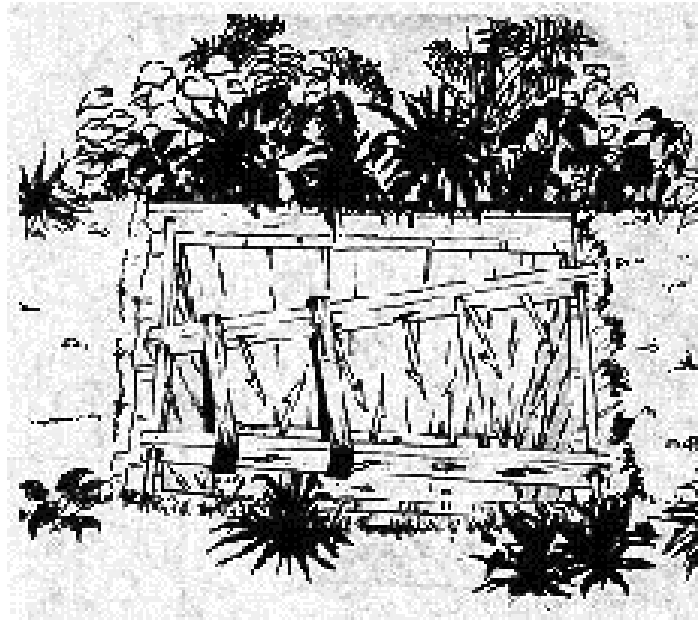
This consists of a frame work with overlapping barbs placed in a pit. Some are made from a metal container that is sunk flush with the surface of the ground. It is covered with a grass or leaf camouflage. The barbs inflict injury especially when the victim attempts to withdraw his leg out of the trap.

Spike Board



The Spike Board is used with a pit and consists of a treadle board, one end of which is spiked. When the target steps on to the treadle the spiked end flies up striking him in the face or chest.

Side Closing Trap



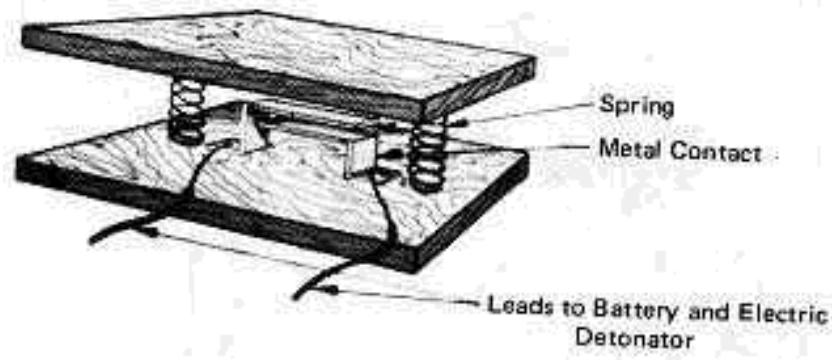
This trap consists of two wooden slats, each studded with spikes, sliding along a pair of guide rods, and controlled by heavy rubber bands or surgical tubing. When the prop holding the slats apart is dislodged, the slats spring together impaling the portion of the body passing between them.

Grenade Trap



A hand grenade or improvised explosive can be used in many different ways. Such as in a can with the safety pin removed, which is then detonated by kicking or pulling the can from a balanced position. Grenades with pins removed can be placed under heavy objects so that when moved the grenade detonates. They can be tied to a number of objects such as trees, posts etc with a trip wire attached to the pin and tied across a track.

Pressure Plate



A firing circuit can be set up so that a target stepping on the pressure plate will fire a mine or initiate some other type of trap.

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Poisons

All preparation and handling of toxic substances must be conducted with great care. Work in a well-ventilated area, wear gloves, goggles and a respirator. The operative and those assisting can become poisoned by, fumes, dust, contacting toxins and dusts with bare skin or mucous membranes. **Be Very Cautious!**

I haven't provided much information on identifying the plants or mushrooms required for making some of these poisons because detailed information on this subject is widely available in books and on the internet. There are dozens of other toxins which the operative could produce or obtain but I have chosen to include only the most basic ones which are readily available (Cobra or pufferfish toxin may be very deadly but how are you going to obtain some without going to lengths which make it impractical?).

Ethylene Glycol

This is the active ingredient in automotive anti-freeze. Be sure to use the automotive rather than the plumbing variety, which is non-toxic. Ethylene Glycol is deadly poisonous and there isn't much that a doctor can do for a victim who has ingested more than a cup or so of it. Ethylene Glycol has (apparently) a sweet, pleasing taste and is easily masked with alcohol or strong tasting soft drinks, such as colas. A syringe full of this toxin will also kill, but not quickly enough to be considered for selective assassination.

The best application for this poison is to top up a half-empty liquor bottle with it and leave it where some unlucky non-White will find it. Ethylene Glycol is a bright yellow-green color and should be mixed with a dark beverage. The victim will be more likely to drink the poison if the original seal on the cap is unbroken, so purchase some new caps from a beer + winemaking supply store. Put the bottle in a paper bag from the liquor store, adding a receipt is a nice touch as well. Leave the bottle in a non-White neighborhood or where some particular target is likely to find it.

Methyl Alcohol

Also known as Wood Alcohol, this substance is deadly if more than just a few mouthfuls are swallowed and medical treatment is not received soon after ingestion. It is indistinguishable from alcohol in appearance, smell and taste. Methyl Alcohol can be purchased at hardware and paint stores where it is sold as paint remover. It and can be applied in a similar manner as Ethylene Glycol except that there is no need to mix it with any real booze.

Cyanide

Cyanide occurs naturally in the seeds of a number of common plants. Peach pits contain a very high concentration of cyanide. The pits must be crushed and powdered and the cyanide extracted from this powder. The process of extracting pure cyanide from these sources is nearly impossible without some specialized equipment, though a fairly powerful toxin can be

produced from a distilled solution of the powdered peach pits. Quite a large dose of unconcentrated cyanide must be ingested in order to be fatal.

The operative should try to obtain this toxin by other means. Cyanide has a number of legitimate uses which make it possible to obtain on the civilian market. The real advantage of cyanide is that it acts very quickly, killing the target within minutes rather than hours. Lethal dosage is at least 500 milligrams (mg). Deadly hydrocyanic gas is produced when cyanide is mixed with a strong acid. This gas is invisible and has a slight smell of almonds. Cyanide gas could be used effectively in crowded areas with poor ventilation such as nightclubs, subways or shopping malls.

Arsenic

Arsenic has been known since ancient times. The pure element can be obtained by heating a common ore called arsenopyrite (FeAsS). Other common minerals are realgar (As_2S_2); orpiment (As_2S_3); and arsenic trioxide (As_2O_3); occasionally the pure element is found in nature. Arsenic also occurs in place of some of the sulfur in the sulfides that are the principal ores of many of the heavy metals. When these ores are roasted at 613 Degrees C (1135 Degrees F), the arsenic sublimates (turns from solid directly into gaseous form) and can be collected from the dust as a by-product. This is dangerous work as the fumes can poison anyone not in a protective suit and a special chemical respirator. The operative would have an easier time trying to purchase this

toxin. It is a very common element and has a number of legitimate uses.

Nicotine (Tobacco)

Nicotine is a deadly poison if ingested or injected in concentrated form. Smoking or chewing tobacco, nicotine patches, raw tobacco leaves and certain pesticides are good sources of Nicotine. The Nicotine must be extracted and concentrated. Place tobacco into a blender or food processor and grind it as fine as possible. Add water and blend into a pulpy, dark-brown liquid. Bring this liquid to a slow boil in a pot with a lid. Let this boil for several minutes until liquid becomes very dark. Strain the tobacco pulp out and simmer until a thick black syrup is obtained, this will be concentrated Nicotine... be careful not to burn it or it will be useless.

Quite a bit of time can be saved in producing pure Nicotine if the operative can find a product called Black Leaf 40, an insecticide which contains 40% pure Nicotine. The water can be evaporated from this product to produce nearly pure Nicotine.

Injection of this poison is the best method, but it kills quite slowly and the target will have time to fight back, alert witnesses and generally make a nuisance of himself before succumbing. Ingestion is possible but the strong and unpleasant odor and taste of Nicotine makes success unlikely. Don't even bother trying to use nicotine as a contact poison, it simply doesn't work.

Conium Alkaloids (Poison Hemlock + Water Hemlock)

Poison Hemlock is native to Europe. However, it is now widely distributed across the United States and Canada, especially in the Northern states. It is common along roadsides, hiking trails, ditches and field borders.



Poison Hemlock can grow to be about 6 to 10 ft. tall. It has leaves and white flowerheads resembling those of parsnips, carrots, and Water Hemlock. It has a fleshy, white taproot, a main stem with characteristic light red spots and a disagreeable smell. All plant parts are poisonous. However, the seeds contain the highest concentration of poison. The conium alkaloids are volatile and can even cause toxic reactions when inhaled.

Water Hemlock does not have the same main taproot and stem. Instead, Water Hemlock has a branching, tuberous root stalk. The lower part of the stem of the Water Hemlock is divided into chambers which contain its toxicant.



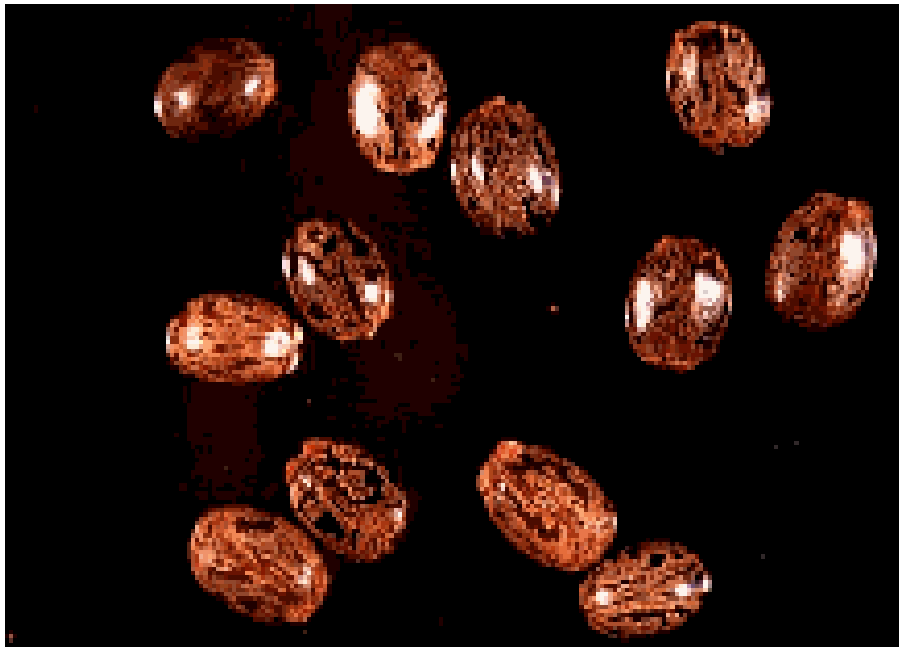
The seeds of the Poison Hemlock or the lower stem of the Water Hemlock should be processed in a similar fashion as the castor bean (ricin). Ingestion is the most reliable method of application and hemlock lends itself to being concealed in food or drink. A solution made from the powdered toxin can be injected but, again, death is not quick and the target may be able to spoil the operative's plans for escape.

Belladonna

Belladonna is also known as deadly nightshade and contains a highly toxic substance known as Atropine. All parts of this plant are toxic but the highest concentrations are found in the berries. Ingestion of just a few of the raw berries can kill an adult. The berries can be processed into a purer toxin in a similar fashion as castor beans (Ricin). Ingestion is the best delivery method, but injection will also work.



Castor Bean (Ricin)



The fleshy pulp left over from the de-hulled castor bean is very highly toxic. The active toxin is Ricin, an extremely deadly poison, which, in its pure form, requires about 1 milligram (mg) to kill an adult.

Procedure:

1. Obtain some castor beans from a garden supply store.
2. Put about 2 ounces of hot water into a glass jar and add a teaspoon full of lye. Mix it thoroughly.
3. Wait for the lye/water mixture to cool
4. Place 2 ounces of the beans into the liquid and let them soak for one hour.
5. Pour out the liquid being careful not to get any on exposed skin.
6. Rinse the beans off with cool water and then remove the outer husks with tweezers.
7. Put the bean pulp into a blender or coffee grinder with 4 ounces of acetone for every 1 oz. of beans.
8. Blend the pulp/acetone until it looks like milk.
9. Place the milky substance in a glass jar with an airtight lid for three days.
10. At the end of three days shake the jar to remix everything that's started to settle then pour it into a coffee filter. Discard the liquid.
11. When no more liquid is dripping through the filter, squeeze the last of the acetone out of it without losing any of the bean pulp.
12. Spread the filter out on a pan covered with newspaper and let it dry stand until it is dry.

13. The final product must be as free of acetone and other contaminants as possible. If it is not powdery but still sort of moist and pulpy it must be combined with the appropriate amount of acetone again and let sit for one day. Then repeat steps 9-12 again until a nice dry powder is produced.

Ricin's big allure, besides its potency, is that it is virtually untraceable and produces food poisoning-like symptoms. This toxin takes from 12 to 24 hours to bring about death, given a sufficient dosage. If the target survives longer than this the chances of recovery are quite good. There is no effective antidote to this toxin..

Ricin can be applied by ingestion or injection, it is so toxic that even inhalation of the dust can be fatal. This poison lends itself to all sorts of application methods. For example; in 1978, Ricin was used to assassinate Georgi Markov, a Bulgarian journalist who spoke out against the Bulgarian government. He was stabbed with the point of an umbrella while waiting at a bus stop near Waterloo Station in London. A tiny metallic pellet was found embedded in his leg that had presumably contained the Ricin toxin.

The lethal dosage of this toxin is so small that the operative could mix a small amount with dextrose powder to make it look enough like cocaine that if it was left where a target could find it, they would get a lethal dose with just one snort.

Abrin (Rosary Pea)

Abrin is a highly toxic substance found in the seeds of the rosary pea. Abrin toxin inhibits protein synthesis, causing symptoms such as internal bleeding, intestinal upset, and the irritation of mucous membranes. The rosary pea is extremely toxic and it would only take one fully chewed seed to cause death in humans.

The seeds should be processed in a similar fashion as the castor bean (Ricin). The high lethality of this toxin allows it to be applied reliably by injection or ingestion. Very little toxin is required to produce fatality in even a healthy adult.

Polypeptide (Amanita Mushroom)

The Amanita mushroom, also known as the Death Angel or Destroying Angel mushroom, contains a deadly polypeptide toxin. The distribution of the peptides varies in the different parts of the mushroom, with the cap being the most deadly part. The toxin is taken up by the liver where it begins to cause damage. The toxin is then secreted by the bile into the blood where it is taken up by the liver again, causing a cycle of damage and excretion. The liver is slowly destroyed and is unable to repair itself, and thus, the liver slowly dissolves with no hope of repair.



Dried caps from this mushroom can be powdered and applied by ingestion. The powder from 2-3 caps will be fatal. Symptoms, including diarrhea, vomiting and severe intestinal pain, will begin to occur within hours of ingestion. These symptoms will stop after about 6-9 hours but the damage will continue. This lag period may give the target a false sense of security and he/she may not seek medical attention. However, if this poisoning is left untreated, death will result within 5-6 days.

Deadly Galernia

Also known as the Autumn Skullcap, this is another very deadly mushroom with poisoning effects identical to the Amanita. Dried and powdered caps can be applied by ingestion.



Aconitum Napellus

This plant has had various names since antiquity including wolfsbane (because its root and raw meat were used as bait to kill wolves), monk's-hood (because the hooded flower resembled a monk's cowl), leopard killer, brute killer, and woman killer. The root contains the highest concentration of toxin.

Once dried and powdered this toxin can be applied by injection or ingestion. This toxin was used in ancient times as an arrow poison throughout Europe and the Near East. In Roman times it was also used as an ingested poison. The active constituent, aconitine, has been shown to reduce the ion selectivity of sodium channels with a resultant increased uptake of sodium and other ions via these channels. This results ultimately in production of cardiac arrhythmia, depression of respiration and death within a few hours.

Oleander

Oleander, also known as Rose Laurel, is an evergreen shrub of the Dogbane family, native to the Mediterranean region of Europe. It has leathery leaves, which are opposite or in threes. The sap, used in rat poison, is very toxic; a single leaf may contain a lethal dose. The leaf tips contain the highest concentration of toxin. Dried leaves can be crushed into powder and applied by ingestion, dosage should be the powder of 3-4 leaves.



Chlorine Gas

A deadly gas can be produced by mixing pool chlorinating chemicals, such as HTH, with sulfuric acid. Prills, pucks, powdered or any other form of the HTH should be dropped into a container of the acid just before the attack. The larger the area to be filled with gas, the more HTH and acid will be required.

The gas produced is visible, burns the eyes and throat and has a very strong chlorine smell. Use of this type of toxin will be most effective if deployed in crowded and poorly ventilated locations such as nightclubs, shopping malls, or subways.

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Arson

Arson is one of the easiest crimes to commit and one of the most difficult for law enforcement to investigate. An arson attack can take the form of a sabotage or vandalism attack, a method of **selective assassination**, or as a terror attack against non-Whites.

Any type of infrastructure which can be destroyed or disabled by fire may be attacked with incendiary devices. Electrical power generation and delivery, food supplies, fuel supplies and various government and corporate capital make excellent targets for arson attacks.

Arson is a particularly effective weapon of mass-murder. Employed against targets such as high-density breeding facilities (i.e. - non-White filled high-rise apartments) or locations where non-Whites congregate in large numbers, an arson attack can be quite deadly. This type of attack is often more deadly even than a bombing. The lethality of the arson attack can be increased by ensuring that any possible escape routes are denied and that emergency services are occupied elsewhere.

In a high-rise apartment building, the elevators must be disabled before the attack. This is best accomplished by setting their interiors ablaze with flammable liquids. Next the main fires must be set in the hallways of the first few floors. Start the fires at the ends of the hallways near the stairwell doors in order to drive escapees away from the

stairwells and toward the (inoperative) elevators which are usually located in the middle of the hallway. Once this is accomplished the stairwells must next be filled with flame and smoke. A combination of 1/2 engine oil and 1/2 gasoline will make a great deal of smoke when set alight and can be used effectively to deter apartment dwellers from escaping by way of the stairs.

Most of the buildings which are inhabited by non-Whites are in sever states of disrepair and neglect. The landlords simply collect the rent and do the bare minimum or less in the way of ensuring the safety or security of tenants. This is to our advantage as sprinkler systems and emergency equipment are often absent or not functioning. Fire alarms are often pulled by pranksters and it is not uncommon to find that exasperated tenants will disable or muffle fire alarms for this reason.

Other targets where non-Whites can be struck in large numbers, such as night-clubs and concerts, can be attacked with similar methods as those used for high-rise apartments. Night-clubs are particularly vulnerable targets as quite a bit of mayhem occurs at these locations on a nightly basis and security personnel generally have their hands full dealing with unruly patrons.

The operative must conduct surveillance to determine where the exits are, if they are kept locked (as they often are in these places to keep people from sneaking in without paying), how many security personnel are usually on duty and how alert and effective they are. Again all possible exits must be denied. Firebombs thrown or placed at the

exits will cause enough panic to result in injuries and fatalities as patrons trample each other to find a way to escape. Most casualties in fires of this type are from smoke inhalation or crush injuries caused by fleeing crowds. Choose a time for the attack when the greatest concentration of non-Whites will be present.

An arson fire will burn more quickly and thoroughly if fires are set in multiple locations around and within the target. Set fires where there is sufficient flammable material to allow flames to spread quickly. Fires burn upwards, of course, therefore fires should be set at the lower levels of a building or structure. Fuel containers, wooden furniture and building materials, plastics, carpets and curtains all make good fuel sources for arson fires. Simultaneous arson attacks at several locations will force emergency services to either "prioritize" one or two targets and let the rest burn or to spread themselves thin and try to deal with all of the targets. Either way the attacks will be much more effective than if they were conducted separately.

Arson investigations deal primarily with the question of whether or not a certain fire was an arson. Arson investigators are able to tell where a given fire originated, what type of incendiary device or chemical accelerant was used and if more than one fire was set. The operative will, for propaganda reasons, want any arson attacks conducted to be recognized as such by the "authorities". The operative must be aware that vapors from accelerants used often remain after a fire has been extinguished and can be analyzed by investigators. These tests can provide

investigators with evidence if accelerants discovered in the operative's possession can be matched to evidence at the crime scene.

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Sabotage

A significant amount of damage can be inflicted against government and corporate interests with the use of sabotage. Denial of services such as electrical power, fuel supplies, water, food supplies, communications or transportation will encourage the kind of civil unrest and panic we require in order to carry out more of our program. A sustained campaign of, even minor, sabotage can inflict serious financial damage upon our governmental and corporate enemies. It will be nearly impossible for law enforcement to protect all of these infrastructure targets.

The operative should consult the US Army FM 5-250 in order to calculate the type, size and setup of the explosive charge or charges required to destroy a specific target.

Electrical Power Generation and Distribution

The electrical power supply is absolutely essential to the life of any metropolitan area. Heating and air-conditioning, food distribution, transportation, hospitals and most businesses require electrical power in order to function. Loss of these services for any extended period of time will cause very serious civil unrest. The power generation and distribution systems of most major Western cities are surprisingly vulnerable to attack. With the exception of nuclear power plants, most power systems are unguarded and can be taken down with **explosives, arson** or by damaging essential parts with **long-range rifle** fire.

Most of the world's electrical power is generated at coal powered generating plants, hydro-electric dams and nuclear power plants. Some power is generated from solar panels, windmills, geo-thermal generators and other clean technologies but Capitalists and Communists alike care little for the environment and therefore these technologies make up only a tiny percentage of the total power output.

Attacking the power supply at the source has the advantage of creating a total blackout of the supplied area with just one attack. The heart of the generating system must be destroyed. Hydro turbines, coal-powered boilers and nuclear reactors are very expensive and complex systems which cannot be quickly repaired or replaced. Destruction of these systems will force authorities to divert power from other plants in order to prevent disaster. Attacking during peak consumption times (Winter in cold climates and Summer in hot climates) will make power diversion impossible.



Coal Powered ----- Nuclear

Power distribution systems are also very vulnerable and nearly impossible to defend against attack. Again **arson**, **explosives** or **long-range rifle** fire can be used to disable substations, transformers and suspension pylons. A simultaneous attack against a number of these targets can shut down power for nearly as long as an attack upon the generation source with the advantage that service cannot be quickly restored by diverting power from another source. Each broken link in the power grid must be repaired in order to fully restore service.



Substation -----Pole Transformer

Explosives, incendiaries or long-range rifle fire can be used to disable substations. An individual, equipped with a silenced rifle or pistol, could easily destroy dozens of power transformers in a very short period of time.

Suspension pylons can be destroyed with explosives or by whatever mechanical means are required to knock them down or short them out. A length of steel cable or chain with a weighted end can be simply thrown over the wires

allowing power to arc from one wire to another and shorting out the system.

Fuel Supplies and Distribution

The economies of most Western nations are dependant upon the movement of workers and products. Attacking fuel supply and distribution can drive fuel prices skyward or even result in rationing of fuel. Without a steady supply of affordable fuel, vehicular travel will dwindle, resulting in very serious economic problems for governments and corporate interests. Gasoline, diesel, heating oil and natural gas systems are very vulnerable to arson attacks and explosives.





Storage Tanks ----- Pipeline

Oil refineries are massive operations and will require a carefully planned attack in order to put them offline. Stopping the supply of raw crude oil to a refinery would be a much simpler task.

Fuel storage tanks are constructed to withstand a certain amount of punishment, such as being run into by a truck, but can easily be ruptured with a powerful charge of high explosives. These facilities are often unguarded and make for very tempting, high-value targets.

Pipelines are even more vulnerable to attack than storage tanks. Pipelines can be more readily destroyed with explosives or pipe sections can be unbolted, separated and the fuel ignited.

Water Supplies

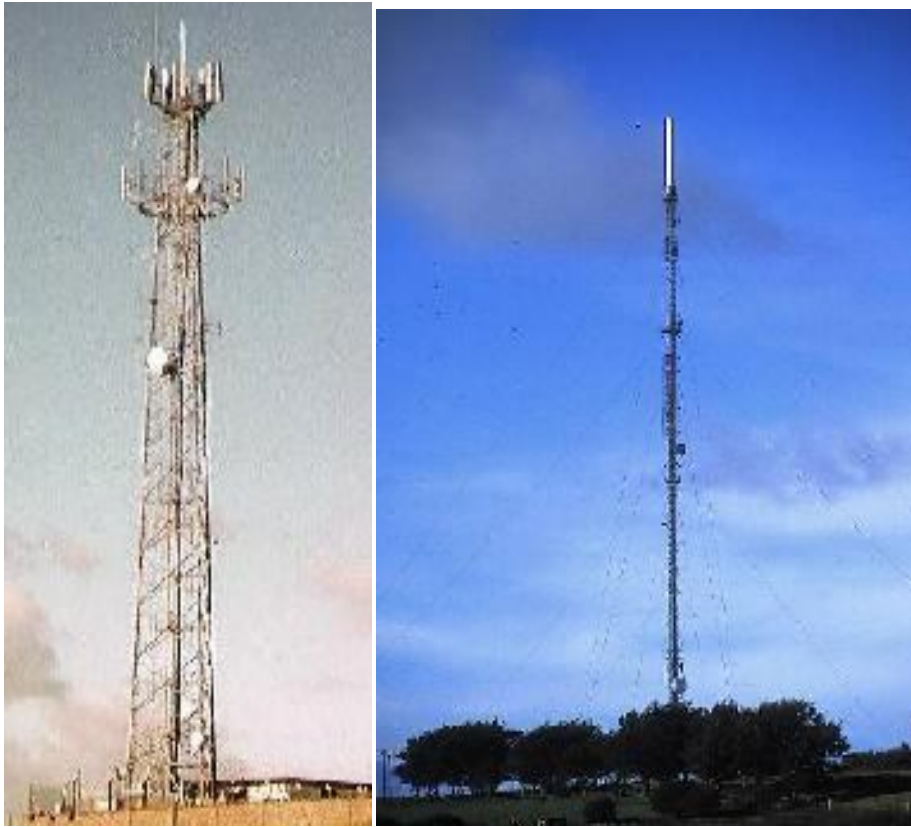
Drinking water is absolutely essential to the stability of any urban area. Denial of this service will cause panic within hours. Water purification plants are surprisingly unguarded and vulnerable to attack. Massive holding tanks, pumps and filtering equipment can be destroyed with explosives.



Communications

Modern high-tech economies rely on fast, reliable communication systems in order to function. TV and radio transmitters, telephone and cell-phone towers, and satellite antennae dot the landscape at the outskirts of most urban

areas. These targets are very vulnerable to arson attacks, explosives and long-range rifle fire.



Mobile Phone Tower-----Television Tower

Transportation

Highway systems, subways, rail lines, airports and shipping are essential to the continued functioning of the modern state. Attacks upon any of these services can cause shortages of required supplies, immobility of workers and government operatives and serious economic disturbances.



Highway Interchange ----- Rail Lines

Highway systems are the easiest to disable and are completely unprotected. High explosives can be used to destroy overpasses or placed in culverts or tunnels to destroy highways above. Cratering charges can be set up to destroy highway surfaces. Debris, waste oil, nails, broken glass or specially designed tire-puncturing devices can be placed on highways just before peak service to cause major disruption.

Simple, cheap and effective tire puncturing devices can be made from nails, welded together or held together with epoxy or Bondo. Take three medium sized nails and grind the head ends sharp. Take two of the nails and weld or epoxy them together in an X formation. Weld or epoxy the third nail through the axis of the other two so that the resulting device always has sharpened points facing up regardless of how it is placed. A few hundred of these scattered over a busy highway will cause hours of absolute chaos.

Rail lines are also quite vulnerable to attack. Lines can be manually dismantled, destroyed with explosives or blocked with debris. Switches can also be thrown, diverting trains onto the wrong tracks and into hazards such as stopped rail cars.

Airports are difficult targets to strike as they are well monitored and protected by security guards. The control tower or the takeoff and landing strips must be destroyed in order to take an airport offline. Explosives or arson can be used to disable the control tower. It is essential that the sensitive communications equipment be damaged beyond repair. Ditching or cratering charges can be used to destroy the airstrip but this kind of damage can be quickly repaired. Airplanes can be struck with explosives as they sit on the tarmac or can be struck in the air upon takeoff or landing with heavy weapons or long range rifle fire.

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Selective Assassination

Make no mistake, selective assassination is just a sanitized way of saying murder... plain and simple. An individual is selected according to his/her value as a target. This individual is then monitored, his/her movements and activities are recorded and analyzed. Great care must be taken during target surveillance not to alert the target, this is much like stalking wild game. Using the data collected, an assassination plan is made with the goal of striking the individual when they are most vulnerable and in the easiest, most effective way possible. A long-range sniper attack may be necessary for well protected targets but other targets could be struck more easily with a close range attack with a silenced pistol or even a knife. Arson, bombs, poison and a myriad of other means can be employed as assassination instruments. Lets first look at some simple guidelines and then run through a few assassination scenarios.

Notes:

- Strike the target at their most vulnerable point. People are generally less alert at night and in the early morning, therefore a home-invasion attack at night or a strike during the morning commute to the workplace would be most effective.

- The target's routine must be analyzed to find the best opportunity to make a strike. Any point when the target is at rest or distracted will make a good strike zone. Be sure

that there is ample concealment for any ambush or sniper points.

- Don't get fancy; a simpler plan is more likely to succeed than a complex one.

- Be sure to have good escape routes and rendezvous points worked out. Leave as little forensic evidence behind as possible.

- Gloves and **sterile clothing** must be used.

- Weapons which produce less forensic evidence should be considered if possible.

The sniper attack is a good choice for targets which are protected or are alert to the possibility that they may be targeted. There is really no way for a target to be completely protected from a determined sniper without completely disrupting their life. Even the President of the USA is vulnerable, to a certain degree, to this type of attack.

A target which is motionless or walking slowly is easiest to hit from long range. Targets in moving vehicles, jogging or running should be struck from directly in front or behind their path of motion. Choose a good sniper's nest or point of concealment, being sure that there are at least 2 routes of escape. Remain as quiet and motionless as possible while lying in wait. Wear camouflage clothing or a [Ghille Suit](#).

A target may be particularly vulnerable to a night sniper attack through a window into a well-lit residence. A target

who is sitting near a window will make easy work for even a mediocre sniper.

It is important for snipers to have a good understanding of how the weapon they will use behaves at different ranges. The following charts provide information for the most commonly used sniper rounds.

Common Sniper Calibers:

<u>5.56x45mm NATO</u>	(.223 Rem)
<u>6.16x51mm</u>	(.243 Win)
<u>6.5x55mm</u>	(6.5mm Swedish)
<u>7mm Rem Mag</u>	
<u>7.7x56mm R</u>	(.303 British)
<u>7.62x51mm NATO</u>	(.308 Win)
<u>7.62x54mmR</u>	(7.62 Rimmed)
<u>7.62x63mm</u>	(.30-06 Springfield)
<u>.300 Win Mag</u>	
<u>8.60x70mm</u>	(.338 Lapua)
<u>12.7x99mm</u>	(.50 BMG)

The close range attack is possibly the most risky but also the most effective method of selective assassination. The target is approached or ambushed at a vulnerable point and destroyed, preferably with silenced, or close combat weapons. This method of assassination requires brutal swiftness of action. The operative must not attempt to make this action into a dramatic or theatrical scene. Don't say anything to the target or do anything which would indicate what is about to happen. Resist the urge to punish or torture

the target or to explain why the assassination is being conducted. Simply destroy the target, confirm the kill and then escape. A successful assassination with no arrests or suspects is a far more powerful statement than even John Wilkes Booth's shout of "Sic Semper Tyrannus".

Close range attacks are best carried out at stopping points during the target's movement. Entering or exiting vehicles and buildings offers the operative a moment when the target will be distracted with keys, door handles etc. Good target surveillance may demonstrate vulnerabilities in the target's routine which can be exploited by the operative to conduct a quick, low-risk assassination.

A home-invasion attack is a very high-risk procedure. The target may be armed and there is significant risk of law enforcement being alerted to the attack. Any assassination attempt of this type must be thoroughly planned out. Target surveillance and research is absolutely imperative. It will be necessary to understand the layout of the residence, how many people are inside, if the target owns dogs, firearms or alarm systems and when and where the target is likely to sleep.

A lightning quick attack must be conducted. It will almost certainly be necessary for more than one operative to conduct this type of assassination. The residence should be entered by smashing down a door. A battering ram, similar to the ones used by law enforcement, may be required. A ram can be made by welding handles onto a 4"-6" x 20+" steel pipe then filling the pipe with cement. Swing the ram back and strike the door in the area where the lock is. Even

a well-constructed door will be popped open with one or two good hits.

The target must then be located and destroyed as quickly as possible. The operatives should wear masks, gloves and **sterile clothing**. The whole operation should take less than 5 minutes.

Explosives have a long history of use in selective assassination operations. Most unsuccessful attacks of this type fail because the bomb fails to explode or explodes while the target is outside of the effective range of its blast. Avoid the use of **letter** or **package bombs** for selective assassination; these are best suited as terror weapons. A bomb which is intended for use as an assassination weapon must be very powerful and should be wire or radio detonated by the operative when the target is in range. This is more risky than leaving a package bomb on the target's doorstep and hoping that the target will be the one who triggers it, but visual confirmation of the target's proximity to the weapon before detonation makes for a much more effective attack.

An **arson attack** may be chosen as a method of selective assassination. The layout of target's residence must be known as well the target's routine. Once the target is likely to be asleep, flammable liquids or incendiary devices should be used to completely consume the residence with flames and to block all exits. Certain conditions, such as the fire safety of the residence, distance from fire-stations, and the alertness and fitness of the target will affect the chances of success for this type of attack. Optimum conditions for

an arson assassination include; and old building, at a great distance from emergency services, which contains plenty of exposed wood, carpeting, curtains etc., a target which has not been threatened beforehand and is not security conscious.

It is essential, in most cases, that there be no doubt that the attack was a homicide and that it was conducted by our movement. No attempt should be made to disguise the assassination as an accident of some type or the work of common criminals. The whole point of this type of action is propaganda effect.

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5.56x45mm NATO (.223 Rem)

The .223 is commonly used for law enforcement sniping applications, largely because some agencies fear the over penetration of the .308 round in hostage type situations. The .223 generally splinters on impact, allowing almost no excess penetration that could possibly hit innocents, such as hostages. But with this fragmentation and lack of penetration comes a necessity for more precise shot placement, leaving almost no room for error. The .223 has a small temporary wound channel (Stretch cavity), requiring almost a direct hit on the spinal stem in order to get "lights out" on a target. The lighter .223 bullet is very susceptible to the effects of wind, which really limits its long range potential. While it is possible to achieve acceptable accuracy at 600 meters on a calm day, it is too risky on the windy days to really consider this round for long-range selective assassination sniping purposes. Due to the lack of penetration and lack of energy, the .223 should only be used in very rare circumstances and only on head shots. There is more than one instance when a target has been shot with a perfectly placed center mass shot, and it failed to incapacitate him.

Note: In order to stabilize the 69-gr. Bullets and heavier, the twist on the rifle barrel needs to be at least 1:8"

Recommendation: only use the .223 within 100 meters and only take head shots if at all possible. If the .223 is all that the operative has in the way of a sniper rifle, be sure to keep in mind the limitations of the round.

Ballistics: Some possible rounds and their ballistics have been listed below.

Federal Gold Medal match - 5.56x45mm NATO (.223) 69gr
3000fps

Bullet Drop (Inches)

100 y 91m	200 y 183 m	300 y 275 m	400 y 366 m	500 y 458 m	600 y 549 m	700 y 641 m	800 y 732 m	900 y 824 m	1000 y 915 m
+14. 9	+26. 6	+32. 5	+31. 3	+21. 2	Zero	- 35.6	- 87.7	-160	-256

Energy - (Muzzle: 1380 ft-lbs.)

1135	925	750	600	475	375	295	235	195	170
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Wind Drift (Inches) - 10mph Crosswind

.9	3.7	8.7	16.3	27.0	41.3	59.5	82.2	109.2	140.0
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Federal Premium - 55gr Sierra Gameking BTHP 3240fps

Bullet Drop (Inches)

50y	100y	200y	300y
46m	91m	183m	275m
-0.3	Zero	-2.7	-10.8

Energy - (Muzzle: 1280 ft-lbs.)

N/A	935	670	465
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Wind Drift (Inches) - 10mph Crosswind

N/A	1.3	5.8	14.2
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6.16x51mm (.243 Win.)

The .243 falls right in-between the .223 and the .308. The .243 has less recoil than the .308, and yet it sends bullets down range at near .223 speeds, with twice the bullet weight. This flat shooting cartridge doesn't suffer from some of the over penetration problems of the .308 and it doesn't suffer from some of the under penetration problems of the .223. In reality, this round is very suitable for the Law Enforcement arena but may be a little but underpowered for selective assassination. While there is no match grade ammo for the .243, there are quite a few premium quality loads out there. The .243 has never been used in any military rifle, but it would lend itself well to the 500-meter sniping role.

Recommendation: The .243 would be a suitable selective assassination caliber. It provides good energy and good trajectory with some mid weight bullets. Whenever there is no over penetration concerns the .243 is eclipsed by the .308. Anything the .243 can do, the .308 can also do, and at greater ranges.

Ballistics:

Federal Premium - .243 100gr Sierra Gameking BTSP, at 2960fps

Bullet Drop (Inches)

100y	200y	300y	400y	500y

91m	183m	275m	366m	458m
+3.8	+4.5	Zero	-10.7	-28.6

Energy (Muzzle - 1950 Ft-Lbs.)

1690	1460	1260	1080	925
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Wind Drift (Inches) 10mph Crosswind

0.6	2.6	6.1	11.3	18.4
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Federal Premium - .243 70gr Nosler Ballistic Tip, at 3400fps

Bullet Drop (Inches)

50y	100y	200y	300y
46m	91m	183m	275m
-0.2	Zero	-3.1	-11.4

Energy (Muzzle - 1795 Ft-Lbs.)

N/A	1465	1185	950
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Wind Drift (Inches) 10 mph Crosswind

N/A	0.8	3.4	8.1
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6.5x55mm (6.5 Swedish)

The 6.5 is somewhat of a new possibility to the sniping arena. Until recently the 6.5 has never really been considered, although to serious long range shooters its no real surprise. The 6.5 has long been know for its excellent accuracy. It generally shoots a lighter bullet then the .308, but heavier then the .243, falling nicely right in between. The only problem I can foresee is the lack of sniper grade weapons chambered for the 6.5. But most of the custom sniper rifle manufacturers will chamber their rifles in any caliber the purchaser wants (Sometimes for a small additional fee).

Ballistics:

Note: Included are two match loads, the Sierra with 120gr Sierra Match King and the PMC with a 140gr Sierra Match king. Both rounds perform well in military applications out to about 700 meters.

- Fed = Federal Gold Medal Match - 6.5x55mm Swedish 120gr Sierra Match King , at 2600fps
- PMC = PMC Silver Line Match - 6.5x55mm Swedish 140gr Sierra Match King, at 2560fps

Bullet Drop (Inches)

100y	200y	300y	400y	500y	600y	700y	800y	900y
91m	183m	275m	366m	458m	549m	641m	732m	824m

Fed	+17.7	+31.0	+37.2	+35.4	+23.5	Zero	-36.7	-90.8	-164.3
PMC	+5.4	+6.1	Zero	-14.1	-37.425	N/A	N/A	N/A	N/A

Energy (Muzzle: Fed -1800 Ft-Lbs., PMC - 2037)

Fed	1550	1325	1130	955	805	675	565	475	405	350
PMC	1788	1563	1361	1181	1020	N/A	N/A	N/A	N/A	N/A

Wind Drift (Inches) 10mph Crosswind

Fed	0.7	3.2	7.6	13.8	22.8	34.3	48.4	66.1	86.9	111.0
PMC	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A

PMC Silver Line 6.5x55mm Swedish - 140gr Sierra Game King (SPBT) at 2560fps

Bullet Drop (Inches)

50y	100y	200y	300y
46m	91m	183m	275m
N/A	Zero	-4.6	-16.4

Energy (Muzzle - 2037 Ft-Lbs.)

N/A	1769	1529	1315
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Wind Drift (Inches) 10 mph Crosswind

N/A	N/A	N/A	N/A
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7mm Remington Magnum

The 7mm has not gained wide acceptance as a sniping round, and the primary reason is because anything the 7mm can do, the .300 Win Mag does better. The 7mm doesn't kick as much but it shoots lighter bullets than the .300, which allows for quicker bleed off of energy, and greater susceptibility to wind drift at longer ranges. With the right ammo, the 0-600 meter ballistics are VERY impressive. The 7mm is easily capable of 1000 meter shooting, but it falls short of the .300, while steadily outpacing the .308.

Ballistics

Federal Premium 7mm Remington Magnum 165gr Sierra Game King SPBT at 2950fps

Bullet Drop (Inches)

100y	200y	300y	400y	500y
92m	183m	275m	366m	458m
+1.5	+0.0	-6.4	-18.4	-36.6

Energy (Muzzle - 3190Ft.-Lbs)

2865	2570	2300	2050	1825
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Wind Drift (Inches) 10mph Crosswind

0.5	2.0	4.6	8.4	13.5
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Federal Premium 7mm Rem Mag - 150 Nosler Ballistic tip at 3110fps

Bullet Drop (Inches)

100y	200y	300y
92m	183m	275m
Zero	-2.6	-9.9

Energy (Muzzle : 3220 Ft.-Lbs.)

2825	2470	2150
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Wind Drift (Inches) 10mph Crosswind

0.5	2.3	5.4
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7.62x54mmR (7.62 Rimmed)

The 7.62x54mmR is chambered primarily in the Russian SVD and the Mosin-Nagant Model 1891-30, which is a very popular sniper rifle in Eastern European countries. I am fairly impressed with the 7.62R, it is roughly the equivalent to the .30-06, offering plenty of energy and good ballistics. 600m hits should be no problem for a reasonably good sniper.

Ballistics

Russia 7.62x54mmR 185gr BT at 2700fps

Bullet Drop (Inches)

100y	200y	300y	400y	500y	600y	1000y
92m	183m	275m	366m	458m	549m	915m
+4.7	+5.3	Zero	-12.4	-32.9	-62.2	-304.7

Energy (Muzzle - 2994Ft.-Lbs.)

2595	2272	1991	1854	1518	1344	747
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Wind Drift (Inches) 10mph Crosswind

0.61	2.55	5.91	11.07	17.57	26.19	86.83
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.300 Winchester Magnum

The 300 is an outstanding sniping round, it offers superior power and penetration. The .300 is very capable of extending out past 1000 meters reliably, reaching 1200meters on a nice calm day without much effort. One big criticism of the .300 is the amount of recoil that the round produces. To be honest, it really does punish the shooter, making long sessions at the range a very grueling situation. If you are not careful, you can easily develop a flinch in your shooting cycle. But with proper training, and a gradual migration into the .300, you can overcome this problem.

Ballistics

Federal Gold Medal Match .300 Winchester Magnum 190gr
Sierra Match King at 2900fps

Bullet Drop (Inches)

100 y 92m	200 y 183 m	300 y 275 m	400 y 366 m	500 y 458 m	600 y 549 m	700 y 641 m	800 y 732 m	900 y 824 m	1000 y 915 m
+12. 9	+22. 5	+26. 9	+25. 1	+16. 4	Zero	- 25.8	- 63.0	- 112. 2	- 175. 6

Energy (Muzzle - 3550Ft.-Lbs)

3135	2760	2420	2115	1840	1595	1375	1185	1015	870
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Wind Drift (Inches) 10mph Crosswind

0.6	2.4	5.5	10.1	16.4	24.2	34.2	46.6	61.1	78.0
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- PMC = PMC Silver Line .300 Win Mag - 150gr Sierra Game King SPBT at 3250fps
- Win = Winchester Supreme .300 Win Mag - 180 Nosler Ballistic Silvertip at 2950fps

Bullet Drop (Inches)

	100y	200y	300y
	92m	183m	275m
PMC	Zero	-2.4	-9.6
Win	Zero	-3.0	-11.3

Energy (Muzzle : PMC - 3517 Ft.-Lbs., Win - 3478)

PMC	2970	2498	2088
Win	3054	2673	2331

Wind Drift information is not available for these rounds.

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7.62x63mm (.30-06 Springfield)

The .30-06 served as the United States primary sniper round from WWI up until sniper rifles were standardized during the later part of the Vietnam conflict. The .30-06 offers good ballistics and served as an outstanding sniper round. The .30-06 falls in-between the .308 and the .300. I personally think this is the ideal selective assassination sniping caliber, it offers better ballistics than the .308, but doesn't punish the shooter like the .300.

Ballistics

Federal Gold Medal Match - .30-06 168gr Sierra Match King at 2700fps

Bullet Drop (Inches)

100 y 92m	200 y 183 m	300 y 275 m	400 y 366 m	500 y 458 m	600 y 549 m	700 y 641 m	800 y 732 m	900 y 824 m	1000 y 915 m
+16. 2	+28. 4	+34. 1	+32. 3	+21. 7	Zero	- 33.8	- 82.8	- 150. 6	239. 7

Energy (Muzzle - 2720 Ft.-Lbs.)

2350	2010	1720	1460	1230	1040	870	730	620	530
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Wind Drift (Inches) 10mph Crosswind

0.7	3.0	7.2	13.2	21.4	32.4	45.9	62.4	82.4	105.5
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Federal Premium .30-06 150gr Nosler Ballistic Tip at 2910fps

Bullet Drop (Inches)

50y	100y	200y	300y
46m	92m	183m	275m
-0.2	Zero	-3.3	-12.2

Energy (Muzzle - 2820 Ft.-Lbs.)

N/A	2420	2070	1760
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Wind Drift (Inches) 10mph Crosswind

N/A	0.7	2.9	6.8
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7.7x56mm R (.303 British)

The inclusion of the .303 British in my list of sniping calibers is based solely on its historical significance. As far as I know there are no current sniper rifles chambered in the legendary .303. The reason is simply because the .308 (7.62x51 NATO) out performs the .303 in every aspect. The .303 saw extensive action in WWI and WWII as a sniping round, especially in the Enfield No 4 Mk1 (T). This rifle/ammo combination was an exceptional performer, and served the British troops until well after WWII, when the L42A1 was adopted. There are still plenty of these old rifles out there and they can usually be purchased very cheaply.

Ballistics

PMC Silver Line Match .303, 174gr Sierra Match King - 2425fps

Bullet Drop (Inches)

100y	200y	300y	400y	500y
92m	183m	275m	366m	458m
+6.2	+7.1	Zero	-16.4	-43.6

Energy (Muzzle - 2272 Ft.-Lbs.)

1963	1690	1448	1235	1053
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PMC Silver Line .303, 180gr Sierra Game King (SPBT) -
2450fps

Bullet Drop (Inches)

100y	200y	300y	400y	500y
92m	183m	275m	366m	458m
Zero	-5.22	-18.27	-40.58	-73.2

Energy (Muzzle - 2399 Ft.-Lbs.)

2071	1779	1521	1294	1096
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7.62x51mm NATO (.308 Win)

The .308 is by far the most popular sniping round, and for good reason. The .308 is not punishing to shoot, has excellent terminal ballistics, behaves predictably in the wind, and is consistent. While there are quite a few rounds that outperform the .308 in ballistics, there are few, if any, that perform as consistently as the .308. And consistency is accuracy. The .30 bullet has long been a great performer, and is very popular which leads to more research with the .30 than with other caliber. While the .308 may over penetrate in some cases (especially with the M118) the .308 is still used in the majority of the Law Enforcement agencies. The US Army preaches an 800 meter maximum effective range for the .308, the USMC preaches a 1000 meter max effective range. After 800 meters the .308 is drops like a rock and is quite inconsistent.

Ballistics

- M118 = M118 Special Ball - 173gr FMJ-BT (2550fps)
- M118LR = M118LR Special Ball - 175gr HPBT (2580fps)
- F-175gr = Federal Gold Medal Match .308 175gr HPBT (2600fps)
- F-168gr = Federal Gold Medal Match .308 168gr HPBT (2600fps)

Bullet Drop (Inches)

100y	200y	300y	400y	500y	600y	700y	800y	900y
91m	183m	275m	366m	458m	549m	641m	732m	824m

M118	+16.5	+30.0	+36.0	+34.0	+22.5	Zero	-35.0	-80.0	-144
M118LR	+17.4	+30.4	+36.3	+34.2	+22.6	Zero	-35.7	-86.8	-156
F-175gr	+17.2	+29.9	+35.8	+33.9	+22.6	Zero	-34.8	-84.9	-153
F-168gr	+17.7	+31.0	+37.2	+35.4	+23.5	Zero	-36.7	-90.8	-164

Energy (Muzzle - M118 - 2605Ft-Lbs., M118LR - 2586, Fed.
Match 175gr - 2625, Fed. Match 168gr - 2520)

M118	2265	1940	1678	1400	1195	1035	865	735	635	545
M118LR	2247	1944	1675	1436	1225	1037	877	743	634	547
F-175gr	2285	1975	1705	1460	1245	1060	900	765	650	550
F-168gr	2170	1855	1580	1340	1130	970	795	670	565	490

Wind Drift (Inches) 10 mph Crosswind

M118	1.0	3.0	7.0	13.0	22.0	32.0	46.0	64.0	84.0	108.0
M118LR	0.6	3.0	7.0	12.8	20.8	31.4	44.4	60.5	79.8	102.1
F-175gr	0.6	3.0	7.0	12.7	20.8	31.4	44.3	60.1	79.1	101.0
F-168gr	0.7	3.2	7.6	13.8	22.8	34.3	48.4	66.1	86.9	111.0

- F-168gr = Federal Gold Medal Match .308 168gr Sierra Match King 2600fps
- F-Btip = Federal Premium .308 150gr Nosler Ballistic Tip 2820 fps
- F-TBBC = Federal Premium .308 165gr Trophy Bonded Bear Claw 2700fps
- Win = Winchester Supreme .308 168gr Nosler Ballistic Silver Tip 2670fps

Bullet Drop (Inches)

	50y 46m	100y 91m	200y 183m	300y 275m
F-168gr	-0.1	Zero	-4.5	-15.9
F-Btip	-0.2	Zero	-3.6	-13.2
F-TBBC	-0.1	Zero	-4.3	-15.9
Win	-0.1	Zero	-4.1	-14.8

Energy (Muzzle: F-168gr = 2520 Ft-Lbs., F-Btip = 2650, F-TBBC = 2670, Win = 2659)

F-168gr	N/A	2170	1855	1580
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F-Btip	2455	2270	1935	1640
F-TBBC	2420	2185	1775	1425
Win	N/A	2301	1983	1699

Wind Drift (Inches) 10mph Crosswind

F-168gr	N/A	0.7	3.2	7.6
F-Btip	0.2	0.7	3.1	7.2
F-TBBC	0.2	1.0	4.2	10.0
Win	N/A	0.7	3.1	7.3

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8.60x70mm (.338 Lapua)

The .338 is fairly new to the sniper community, but it does bear the distinction of being the first and only caliber designed specifically for sniping. While this round was actually developed back in 1983, it wasn't until the last few years that it has gained in popularity. The caliber was designed to arrive at 1000 meters with enough energy to penetrate 5 layers of military body armor and still make the kill. The effective range of this caliber is about 1 mile (1600meters) and in the right shooting conditions, it could come very close to the 2000 meter mark, provided you have the right rifle/ammo/optics/shooter/spotter combination. Realistically, 1200 meters is possible for the average sniper. This caliber is designed primarily as a military extreme range anti-personnel round. There are not a lot of rifles chambered for the .338, but the list is growing with the likes of Sako, AI, and others producing .338 sniping rifles. Ammo is another problem, match ammo is sometimes difficult to find, but it is becoming more widely available as time passes. Another concern is the heavy recoil of this caliber. Be sure to practice the fundamentals of shooting to try and prevent a flinch from developing.

Ballistics

.338 Lapua 250gr FMJ-BT (LockBase) at 3000fps

Bullet Drop (Inches)

100	200	300	400	500	600	700	800	900	1000
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y 91m	y 183 m	y 275 m	y 366 m	y 458 m	y 549 m	y 641 m	y 732 m	y 824 m	y 915 m
+11. 1	+19. 4	+23. 0	+21. 3	+13. 9	Zero	- 21.1	- 50.3	- 88.6	- 137. 0

Energy & Velocity (Muzzle : 4996 Ft.-Lbs., 3000fps)

	10 0y	200 y	300 y	400 y	500 y	600 y	700 y	800 y	900 y	100 0y
	91 m	183 m	275 m	366 m	458 m	549 m	641 m	732 m	824 m	915 m
Energy	45 25	409 1	369 2	332 5	298 6	267 6	239 2	213 3	189 6	168 2
Velocity	28 55	271 5	257 9	244 8	232 0	219 6	207 6	196 0	184 8	174 1

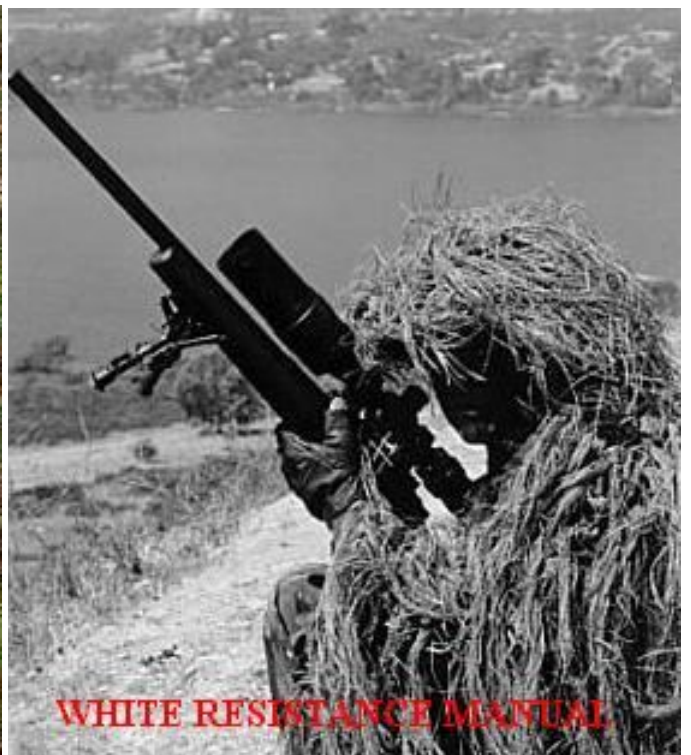
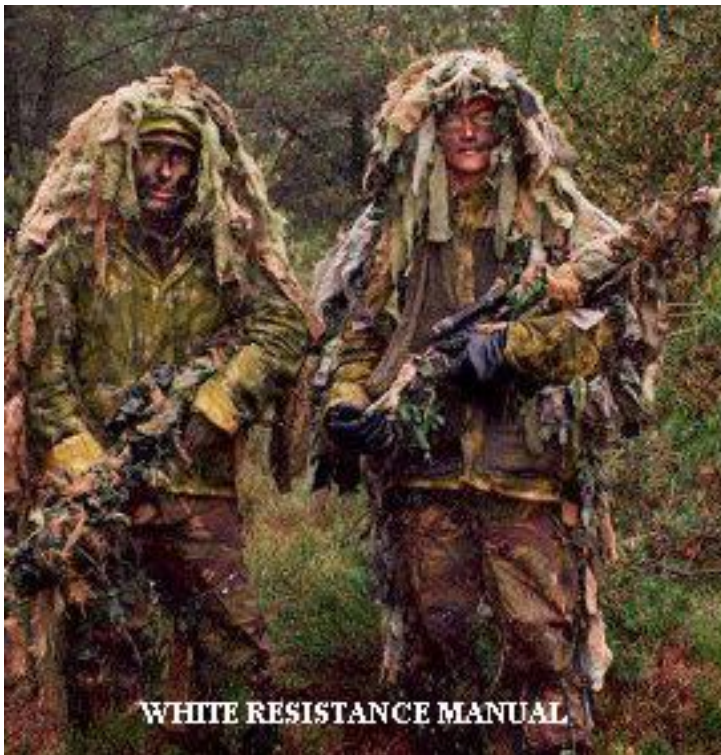
Wind Drift (Inches) 10mph Crosswind

100 y	200 y	300 y	400 y	500 y	600 y	700 y	800 y	900 y	1000 y
91 m	183 m	275 m	366 m	458 m	549 m	641 m	732 m	824 m	915 m
0.4	1.8	4.2	7.6	12.1	17.9	25.0	33.6	43.8	55.6

300gr bullet travelling at 2800fps.

Ghillie Suit

A Ghillie Suit is an advanced form of camouflage often used by military snipers. This type of camouflage offers superior invisibility by really breaking up the sniper's silhouette and blending him into the background. White resistance fighters will find the ghillie suit to be a valuable tool for both selective assassination and combat sniping. A ghillie suit can be easily and cheaply made.



Ghillie Suits - Notice The Camouflaged Rifles In The Image On The Left

Procedure:

Obtain a set of fatigues (a size or two larger than required)
Stitch a 2' square netting on the back of the shirt.

Stitch netting along the backs of the sleeves from the back to about 6" before the cuffs. Stitch netting on the back of the pants and pant-legs to just below the knees. The net has to overhang on the shoulders and sides of the legs and arms but not on the front. The idea is to have burlap on the back and sides but nothing on the front to get tripped on, interfere with the action of the sniper's weapon or get tangled while "snake-walking" (low crawling on the belly). The operative may want to stitch a panel of heavy canvas on the front to make the suit last longer when "snakewalking" over rocks, dirt and sand.

The hat can be made from a Boonie hat with net stitched to the top, back and sides, hanging to the shoulders. Mosquito net can be stitched to the front of the hat.

Next begin cutting burlap strips into roughly 12" x 2" and tie them onto the netting, one by one. Painting or dyeing the burlap can increase the camouflage effect. Try to strike a balance between a well covered suit, which has excellent camouflage characteristics, and a sparse suit, which is lighter and won't produce as much heat.

Finally, treat the suit with a flame retardant. Even a small spark can set burlap ablaze.

The netting also allows the operative to add leafy branches, long grass etc to the suit, providing a more layered camouflage effect.

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Threats, Harassment and Vandalism

The White Resistance fighter should not underestimate the psychological impact of a sustained campaign of death threats and vandalism against non-Whites, Jews or traitors. Telephone, mail or electronic threats against individuals are the most effective and least likely to be investigated or solved by law enforcement. Vandalism to non-White owned businesses, government or private institutions which are involved in promoting degeneracy or working to bloat the Turd-World population with foreign aid, Synagogues, Mosques, Temples and other deserving targets will incite rage or inspire fear in our enemies. The purpose of threats and intimidation is to force the target to alter his/her behavior, go out of business, move away, or increase spending for security, or to somehow retaliate. Only a sustained campaign of threats or vandalism can accomplish this. It should be possible for a resistance cell or a lone-wolf to conduct several campaigns of this nature simultaneously.

- Telephone and Email threats should be made from pay-phones or public access computers, never from the operative's residence. When using a pay-phone, wear gloves and a simple disguise as present technology allows phone calls to be quickly traced and eyewitnesses and video cameras are everywhere.

- Mail threats should be mailed from mailboxes located far from the operative's residence or workplace. Use a different box each time. Treat the delivery of a mail threat as you would a letter-bomb.

- Death threats are most effective when directed at an individual. Use surveillance to discover some facts about the target and use

these to increase the intimidation effect. A photo of the target, taken during surveillance and delivered along with the death threat, will convince the target that the threat should be taken seriously.

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Acquiring Funds

In order to sustain a large-scale guerilla campaign, it will be necessary to have access to significant monetary resources. Obtaining funding for our struggle will be a difficult and perilous task. It may be possible in the future to expect contributions from our racial kin but we must first show that we really intend to fight this war. Until that day we will be forced to turn to criminal enterprise in order to fund our attacks.

The methods we use to acquire cash must never result in physical injury to innocent Whites. If we were to get involved in dealing drugs to White children or armed robberies in which some White bank teller or security guard gets killed, we would be little better than the criminal non-Whites which we despise. An analysis of the actions of other separatist movements, such as the IRA or ETA shows us that whatever early ideals these movements had, quickly became submerged when operatives got involved in smuggling drugs or robbing their own people to obtain funding.

We must make every effort to ensure that it is only our enemies who are the victims of our fundraising efforts. In this way our fundraising efforts will also, in a Robin Hood sort of way, be seen as attacks upon our enemies. Like any other action, acquiring funds must be well thought-out and researched. The operative should plan ahead so that acquiring funds is never an act of desperation.

Counterfeiting - This is becoming a more and more difficult crime to do well. It is nearly impossible to produce money or documents which will pass inspection with modern equipment. However, it is still possible obtain funds in this way as long as only small amounts are passed at a given time. Counterfeiting undermines a nation's currency and causes serious headaches for governments and law enforcement. For these reasons, counterfeiting is treated very seriously by the courts.

Fraud - This covers every imaginable type of scam and forgery. Bank fraud, credit card fraud, check fraud etc. are crimes which are relatively easy to conduct and rarely result in serious sentences for those convicted.

Robbery - Great care must be taken not to victimize innocent Whites in this type of action. Target our enemies for this type of action. Robbery is a serious crime, which will result in long jail terms for those convicted. The lowest risk type of robbery is the home-invasion robbery conducted against drug dealers, wealthy corporate executives and other enemies who are known to have cash on hand. Intelligence gathering is the key to making this type of robbery work.

Smuggling - As stated, drug smuggling must be strictly off-limits. There are, however, plenty of other items which can be smuggled for profit. Firearms, electronics, jewelry, and just about anything which is controlled or taxed by governments can be smuggled for profit. Penalties for smuggling range from a slap on the wrist to very lengthy

jail terms depending on what has been smuggled and what jurisdiction is involved.

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Police Investigations

It is essential for the operative to understand how criminal investigations are conducted and just what can and cannot be determined from crime scene evidence. This knowledge will allow the operative to reduce the risk that law enforcement will be able to identify, build a case against, and successfully prosecute him or her.

Fingerprints

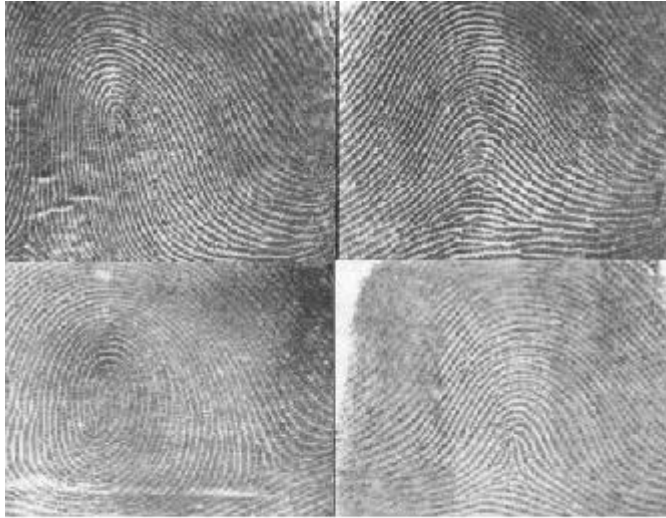
Fingerprints are possibly the most common type of physical evidence, and certainly one of the most valuable to investigators. Each person's fingerprints are unique to them and do not change significantly over time. Therefore, they offer the investigator the ability to identify the person who left them at the crime scene. There are three types of fingerprints which are collected as evidence;

- Direct or Inked Fingerprints which are collected from a suspect and use for comparison with crime-scene prints.
- Latent Fingerprints which are impressions caused by the perspiration through the sweat pores of the ridges of the skin being transferred to some surface.
- Residual Fingerprints which are produced when the ridges of the skin have been contaminated with substances such as oil, grease, dirt, blood etc.

Fingerprints deposited on hard, nonabsorbent, smooth surfaces, such as metal, glass, and finished wood, are the easiest investigators to find and record. Fingerprints deposited on porous, absorbent surfaces are the most difficult for investigators to find and process but the technology exists to obtain fingerprints off of nearly any surface, provided they are processed soon after being deposited.

Standards differ from jurisdiction to jurisdiction regarding the number and quality of prints which must be obtained from the crime-scene and matched to a suspect in order for them to be submitted as evidence in court. Police, however, could possibly identify an operative from just one partial fingerprint. This evidence would be useless in court, but would make the operative vulnerable to further, aggressive investigation.

The only way to avoid this is to simply not leave any fingerprints behind. Wearing surgical gloves during every stage of a given mission is the simplest way to achieve this. Every item the operative brings along on a mission must have none of the operative's (or any Comrade's) fingerprints on it. Special care must be taken to be sure that items, such as weapons, tools, and explosives, which have been handled before a mission, are free of incriminating fingerprints.



White Resistance Manual

Examples of fingerprint evidence. From top left; Loop, Arch, Whorl and Tented Arch.

Body Fluids

Body fluids are of great importance to the investigator. Because of the unique character of each individual's DNA, the crime lab can rule a suspect out based on DNA samples or make statements such as "there is a 1 in 9,000,529,200 chance that someone other than the suspect deposited the sample found at the crime scene". This type of evidence is obviously very powerful.

DNA samples can be obtained from liquid or dried blood, saliva, urine and perspiration. Samples can also be obtained from human milk and semen but these are not the types of samples the operative is likely to leave behind.

How can the White Resistance Fighter avoid leaving this type of evidence for investigators to find?

- Never urinate, eat, drink or smoke at or near the mission target. Saliva samples can be obtained from unfinished portions of food, beverage containers and cigarette butts. The operative may be forced to violate this guideline when lying in ambush or in a sniper's nest for extended periods. In this case the operative must use care not to leave samples behind for investigators to obtain.
- Never lick stamps or envelopes to be use to threaten enemies, to claim responsibility for acts of war or when making letter or package bomb attacks.
- The operative should do everything possible to avoid cuts and abrasions during the course of a mission. Chose routes of ingress and egress which are free of obstructions. Wear tough clothes, footwear and, of course, gloves.
- Whenever the operative is forced to come into physical contact with the enemy there is potential for body fluid samples to be deposited. The best way to prevent this is to become proficient in armed and unarmed combat so that enemies can be dealt with quickly and the risk of injury to the operative reduced.

There is also potential for the body fluids of the target of an attack or some contaminants from the crime scene to be deposited on the operative during the course of a mission. This potential is particularly strong in missions of Selective Assassination. When using weapons such as knives and firearms fired at close range, the operative is sure to become contaminated with samples of the target's blood. There is also

potential for gunshot residue, trace elements from explosives, hair + fiber, and soil evidence to be deposited upon the operative's person and clothing.

The operative must begin each mission with a set of sterile cloths and destroy them afterwards. The clothing and footwear worn by the operative during a mission should be obtained from second-hand clothing stores or from services which provide used clothing to the poor. The clothing should be kept sealed in the bag from the store and not washed or worn before the mission. This is a simple and cheap way for the operative to be supplied with sterile clothing, which will be free of hair, fiber and trace elements evidence from the operative's vehicle, residence or person. These clothes can be removed and destroyed after the completion of the mission.

Trace Elements

This type of evidence is also frequently referred to as hair and fiber evidence. Trace evidence can be loosely defined as materials which are small enough to be overlooked upon initial inspection, and which, because of their size, are easily exchanged through contact. Examples of trace evidence include, hair, fiber, gunshot residue, threads, soil, debris, dust and chemicals, adhesives, polymers, paints, wood, insulation from safes and metals.

The detection of trace evidence linking a suspect to the crime scene, coupled with good evidence standards, makes for a powerful investigative tool. The White resistance fighter must

be aware of the potential links which law enforcement can make from trace evidence deposited at the crime scene or transferred from the crime scene to the operative's body, clothes, footwear, vehicle, residence etc.



Comparison of Hair Evidence-----Comparison of Wool Fibers

Most trace evidence is transferred by way of clothing and footwear so the use of sterile clothing will eliminate many of the links back to the operative which law enforcement will attempt to establish.

Hair evidence is a major concern. Human hair is constantly being shed and crime scene investigators will collect any hair evidence. Hair can be used to determine the following things:

- The race of the individual
- The part of the body from which the hair originated
- Whether or not the hair was forcibly removed
- Whether the hair had been cut with a dull or sharp instrument

- If the hair had been dyed or bleached
- Whether the hair had been burned or crushed
- It is possible, under certain circumstances, for the investigator to obtain a DNA sample from hair evidence.

Possible conclusions concerning hair sample analysis:

- That the hairs match in terms of microscopic characteristics and that they originated from either the same individual or another individual whose hair exhibits the same microscopic characteristics. (Note the qualification that is necessary with respect to precise identity.)
- That the hairs are not similar and did not originate from the same individual.
- That no conclusion can be reached

Very short cropped hair or a tight-fitting hat or knit cap will reduce the amount of hair evidence deposited at any crime scene. A hat, however, will contain a large number of the operative's hair and if the hat is left behind it will provide the investigators with a significant resource of evidence.

Tool Marks

For the purposes of this document, a tool will be considered as any object capable of making an impression on another solid object. A tool mark, therefore, is any impression, cut gouge or abrasion which results when a tool is brought into contact with

an object. The most common tools dealt with by law enforcement are the various burglary tools, such as pry-bars, screwdrivers, lockpicks etc.

A tool will often impress its own outline, known as tool marks, into the material it comes into contact with. These tool marks can provide valuable evidence to an investigator as to what type of tool was used and can allow the investigator to identify a recovered tool as being responsible for making the marks. Fractured parts of tools, even very small pieces, can be linked to the tool from which they came.



Comparison of Tool Marks

The operative should be well aware of the ability of investigators to identify just about anything you bring to the target location as having been there and this is especially true for tools. The operative may have to make forced entry into a residence or other buildings and vehicles in the course of planting explosives, selective assassination or for the purpose of acquiring funds or weapons needed. The tools used on such missions should be sterile, i.e. they should not have the operatives fingerprints on them or any residue evidence which

link them back to the operative. Scrounge or liberate any tools needed and store them as described for sterile clothing, yard sale and flea markets are excellent sources for cheap tools. A sterile tool is best left at the crime scene, making it a dead end for investigation.

Any tool which must be kept due to its value should be altered by working its contact surfaces with a file or abrasive before and after any mission. Altering the tool before a mission is necessary because the tool may have been used or tested at the operative's residence, allowing an investigator to link the tool back to this earlier use.

Eyewitnesses

There is a well known saying amongst prosecutors that "the only thing worse than no evidence at all is eyewitness evidence". This reflects the fact that the average person who witnesses a crime has no training in observation skills. Most people don't really take note of what the suspect looks like, what kind of clothes the suspect wore, or what type of weapons or vehicles, if any, were used. This fact is a double-edged sword to the operative; on one hand any eyewitnesses will generally be of only marginal help to investigators but on the other hand, when investigators have the operative targeted as a suspect it is very easy for them to influence the testimony of eyewitnesses.

The operative must do everything possible to avoid being noticed by witnesses while conducting missions. Here are some things to remember:

- It is important to avoid making eye-contact with passersby while travelling to and from the target area. Eye-contact is both a sexual signal and a threatening gesture and will be sure cause witnesses to take note.
- Dress to fit into the surroundings at the target area.
- Earth tones and a drab appearance will go a long way to reducing the number of witnesses who take note of the operative.
- Don't exhibit signs of strength or alertness, keep the muscles of the chest and shoulders relaxed and slightly slouched. This will make witnesses dismiss you as unthreatening without a second glance.
- Don't wear a disguise which will draw undue attention. A good example is a police uniform; this is possibly the worst imaginable disguise and should only be used when absolutely necessary. A police officer's appearance and activities are usually noticed by everyone and people are likely to approach a police officer with questions or comments. A construction worker, on the other hand, will often be given the same level of unchallenged access as a cop but, at the same time, will draw less attention.
- Don't speak or interact with anyone unless absolutely necessary

Video Surveillance

Surveillance cameras are a common resource for law enforcement. When investigating a crime, investigators will look

at the tapes recorded by business security cameras in the area of the crime scene, near the suspect's residence and along any possible routes between the previous two locations. The sheer number of cameras in use today gives the investigator a good chance of obtaining damning evidence that a suspect was in the vicinity of the crime scene or traveled along a route to it before or away from it after the crime was committed. Many high-profile cases have included this element of evidence recently.

In order to avoid being caught with this type of evidence the operative should take a round-a-bout route to the target area, avoiding downtown storefronts, banks, jewelry or electronics shops or anywhere else that is likely to have security cameras. Vehicles owned by the operative, or which can be linked to the operative or any other comrade should not be used as transportation directly to and from the target area. If absolutely necessary drive to a spot which is several blocks from the target and walk from there. If a getaway car is required for the mission it must be a stolen vehicle, preferably one stolen very recently. Use public transportation or walk to the target if possible, rush hour is the best time for this as anonymity can easily be maintained in a crowd. A disguise of some sort should be worn but don't get too fancy with this, a ball-cap, dark sunglasses and some uncharacteristic clothing will make a more convincing cover than a fake wig, beard or anything else which is too extravagant.

Forensic Firearm Evidence

In the event of most shootings and nearly all firearm homicides an investigation involving Forensic Firearm Identification is conducted. A racially motivated attack or the assassination of one of the System's elite will almost certainly result in all the available resources of law enforcement being brought to bear including a meticulous investigation of forensic firearms evidence. It is important for the operative to understand the nature of this type of investigation and just what can and cannot be determined through forensic investigations. A good understanding of the investigative process will help the resistance fighter to reduce the chances of leaving useful evidence at a crime scene or of being caught in possession of such evidence later.

Forensic firearm identification, which is part of the broader science of forensics, is often wrongly referred to as ballistics. Firearms identification involves the identification of fired bullets, cartridge cases or other ammunition components as having been fired from a specific firearm. Firearms identification is actually a form of Tool Mark Identification where the firearm, because it is made of a material harder than the ammunition components, acts as a tool to leave impressions and striated markings on the various ammunition components that come into contact with the firearm.

Firearms evidence found at a crime scene or seized elsewhere will be submitted to a police lab's Firearms Section for investigation. This evidence will typically include a firearm, fired bullets, spent cartridge cases, spent shot shells, shot, shot shell wadding, live ammunition, clothing, or a number of other types of miscellaneous evidence.

Studies have shown that no two firearms, even those of the same make and model, will produce the same unique marks on fired bullets and cartridge cases. Manufacturing processes, use, and abuse leave surface characteristics within the firearm that cannot be exactly reproduced in other firearms.

Firearms do not normally change much over time. This allows for firearms recovered months or even years after a shooting to be identified as having fired a specific bullet or cartridge case. Tests have been conducted proving that even after firing several hundred rounds through a firearm the last bullet fired could still be identified to the first.

It should be noted that not all firearms leave consistent reproducible marks but around eighty percent of the firearms examined produce what is sometimes called a "mechanical fingerprint" on the bullets and cartridge cases that pass through them.

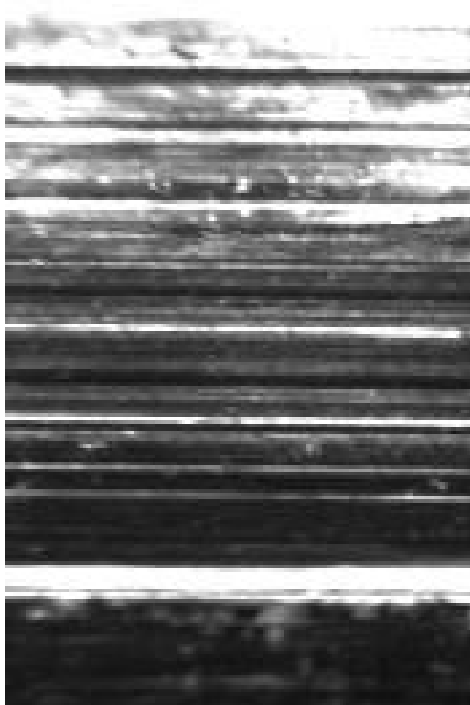
All cases that involve firearms identification start with preliminary examinations of the evidence for similar class characteristics. Class characteristics are **intentional or design characteristics that would be common to a particular group or family of items.**

The class characteristics of firearms that relate to the bullets fired from them include the caliber of the firearm and the rifling pattern contained in the barrel of the firearm.

Cartridges and Cartridge cases on the other hand are examined for class similarities in what are called breech marks, firing pin impressions, extractor marks, ejector marks and others.

Bullets collected for comparison to a specific firearm are examined first to see if they are of a caliber that could have been fired from the submitted firearm. They are then examined to determine if the pattern of rifling impressions on the bullet match the pattern of rifle contained in the barrel of the questioned firearm. If these class characteristics agree the next step is to try to make a positive match between the individual characteristics that may have transferred to the bullet from the barrel.

Located within the rifling impressions on a bullet can be microscopic striations or scratches like those seen on the bullet below. They sort of look like a bar code don't they? Well they can be as individualistic as a barcode.



Imperfections in the surface of the interior of the barrel leave striations on the projectiles. Striations have the potential to be

consistently reproduced in a unique pattern on every bullet that passes down the barrel of a firearm.

Caliber

When a bullet is submitted for comparison to a firearm, one of the first examinations conducted will be to determine the bullet's caliber.

Measuring the bullet's diameter, weighing the bullet, and examining the physical characteristics of the bullet help firearm examiners to arrive at a basic caliber for the submitted bullet. Firearm examiners also can compare the questioned bullet to known reference standards. Most police labs have an ammunition reference collection and manufacturers catalogs that can be used as reference material in determining a bullet's caliber.

Making these determinations is not as easy as it sounds.



A firearm examiner could easily identify the above bullet as a Federal 9mm "Hydra-Shok" bullet



However a bullet like the one above will present serious problems for the examiner. Is the bullet from a 9mm Luger, a .38 Special, a 380 Auto, or a .357 Magnum cartridge? Sometimes firearm examiners can be very specific but there are times when its impossible to narrow things down to one particular caliber or cartridge. Confusion is often caused by the fact that firearms are normally designed to fire a specific type of cartridge, however, some firearms chambered to fire one cartridge can also fire another. One of the most common examples is that a revolver chambered for .357 Magnum cartridges can also fire a .38 Special cartridge. However, a firearm chambered for .38 Special cartridges cannot fire .357 Magnum cartridges.

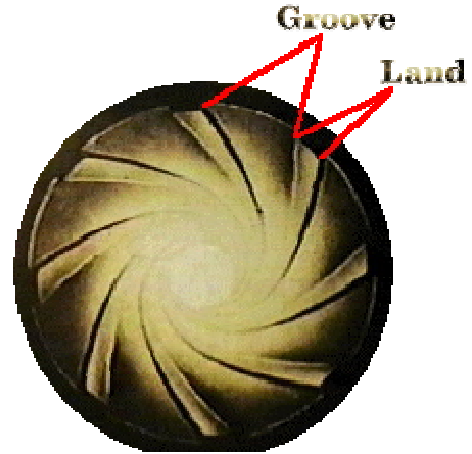
If the caliber of the bullet submitted for examination matches the caliber of the submitted firearm or if it just isn't possible to be sure of the bullet's caliber, the firearm examiner will look for additional class characteristics in the form of rifling to further narrow their search.

Rifling

Most modern pistols, revolvers, rifles, and some shotgun barrels have what is called rifling in their barrels.

Rifling consists of grooves cut or formed in a spiral nature, lengthwise down the barrel of a firearm.

Rifling is placed in the barrels of firearms to impart a spin on the bullets that pass through it. Because bullets are oblong objects, they must spin in their flight, like a thrown football, to be accurate. Looking down the barrel of a firearm you might see rifling like that depicted on the right. This image shows a pattern of rifling containing eight grooves with a right twist.



Rifling is often described in reference to the number of lands & grooves it contains. The lands are the raised areas between two grooves. A rifling pattern will always have the same number of lands as grooves.

Firearms can be manufactured with any number of lands and grooves in their barrels. They can also spiral either left or right. A few of the more common rifling patterns are 4/right, 5/right, 6/right, 6/left, 8/right, and 16/right.

Rifling Impressions

A bullet is slightly larger in diameter than the bore diameter of the barrel in which it is designed to be fired. The bore diameter is the distance from one land to the opposite land in a barrel. As a result, a rifled barrel will impress a negative impression of itself on the sides of the bullet like those seen below.



Firearm examiners can run into problems determining any of the rifling characteristics on the bullet if the bullet is damaged like the one seen below.



A firearms examiner may still be able to determine the number of lands and groves, the direction of twist and possibly even the rate of twist from even a badly damaged bullet like the one above. All that is required is one intact land and groove.

Cartridge Case Identification

Like bullets, cartridge cases can be identified as having been fired by a specific firearm. As soon as cartridges are loaded into a firearm the potential for the transfer of unique tool marks exists. However, the cartridge does not have to be fired for these marks to be transferred. Simply loading a cartridge into a firearm can cause unique identifiable marks that can be later



Cartridge cases like those above are most often made of brass but can also be made of other materials such as steel, aluminum alloys or plastics. Cartridge cases come in a variety of finishes but all are made of a material that is softer than the materials found in a firearm. Any surface of the cartridge case that meets the inner workings of the firearm may be marked.

Tool marks produced on the cartridge cases will be in two basic forms. As the microscopic striations found on bullets, cartridge cases can pick up striated action marks. These "scratches" are produced when the cartridge case moves laterally against the tool (inner surface of the firearm) producing a scrape or striated mark. The other form of marks that can be left on a cartridge case are impressed action marks. Impressed marks are created

on cartridge cases when it impacts the tool (again, the firearm) with adequate velocity or pressure to leave an impressed or indented mark.

Cartridge cases are compared to fired standards from a firearm using a comparison microscope as described in the bullet identification section. Standards are first examined to determine what marks, if any, the firearm is consistently reproducing.

Evidence cartridge cases are then directly compared to the standards to see if they too are also similarly marked.

Striated Action Markings

Striated action marks are common to cartridge cases that have passed through the action of an auto loading or repeating firearm. Striated action marks can be produced on cartridge cases by contact with a number of different areas within the firearm. Some of the more common striated action marks include chamber marks; shear marks, firing pin drag marks, extractor marks, and ejector marks.

Chamber Marks

One of the most common striated action marks are called chamber marks. Roughness in the chamber of a firearm can scratch the outer walls of a cartridge case when loaded and removed from the chamber. Most chamber marks occur after the cartridge is fired. Cartridge cases expand when fired pressing out against the walls of the chamber. When they are pulled out of the chamber, the sides of the cartridge case can be scratched.

Shear Marks

Another common striated action mark are shear marks produced by Glock pistols on cartridge case primers. Glock pistols have a rectangular firing pin hole in their breech face. When a cartridge case is forced backwards from recoil the primer imbeds itself in the firing pin hole. As the slide of the pistol starts to recoil, the barrel will drop slightly as the action opens. The dropping barrel forces the cartridge case to move down slightly and when this happens the lower edge of the imbedded primer is sheared downward and out of the firing pin hole.

Firing Pin Drag Marks

In a similar process, striated marks called firing pin drag marks can be produced. When the firing pin springs forward to strike the primer of a cartridge, it may remain slightly forward and imbedded in the primer. Certain barrels (like in the Glock) drop down slightly as recoil is forcing the action open. The cartridge case drops with the barrel causing the nose of the protruding firing pin to drag across the primer as it leaves the firing pin impression.

Extractor Marks

Another action mark, usually found in a striated form, are those created by the extractor of most auto-loading or repeating firearms. The extractor is a small part sometimes resembling a hook that is used to remove a cartridge or cartridge case from the chamber of a firearm. The image below shows the extractor of a 9mm Glock pistol hooked into the extractor groove of a cartridge. As the slide of the pistol moves to the rear, the extractor pulls the cartridge case along with it until it is ejected

from the pistol. The extractor may or may not leave an identifiable mark on the cartridge case. This is true if the cartridge is fired or simply hand chambered and extracted without firing.

Ejector Marks

As described above, the extractor pulls the cartridge case out of the firearm's chamber. As the cartridge case is pulled to the rear it will be struck somewhere on an opposing edge by a part as seen below called the ejector. The ejector is designed to expel the cartridge case from the action of the firearm. The resulting impact of the cartridge case with the ejector will cause another action mark that can be used as a means of identification.

Ejector marks can be striated in nature but most of the time they are impressed action marks.

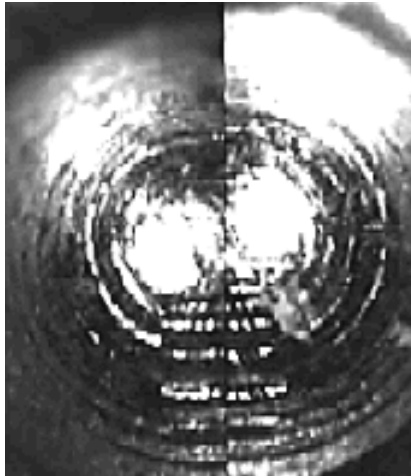
Impressed Action Markings

Impressed action marks, with a few exceptions, are produced when a cartridge case is fired in a firearm. The two most common impressed action marks are firing pin impressions and breech marks. As mentioned earlier ejector marks can also be in the form of an impressed action mark.

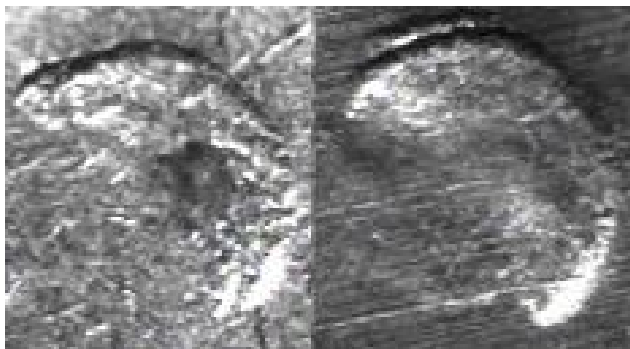
Firing Pin Impressions

Firing pin impressions are indentations created when the firing pin of a firearm strikes the primer of centerfire cartridge case or the rim of a rimfire cartridge case. If the nose of the firing pin has manufacturing imperfections or damage, these potentially unique characteristics can be impressed into the metal of the primer or rim of the cartridge case.

The comparison image below shows the firing pin impressions on two centerfire cartridge cases. As you can see, the firing pin impressions have both circular manufacturing marks and parallel marks from a defect in the nose of the firing pin.



The comparison image below shows firing pin impressions on two rimfire cartridge cases. Imperfections in the surface of the nose of the firing pin consistently produced these impressed marks.



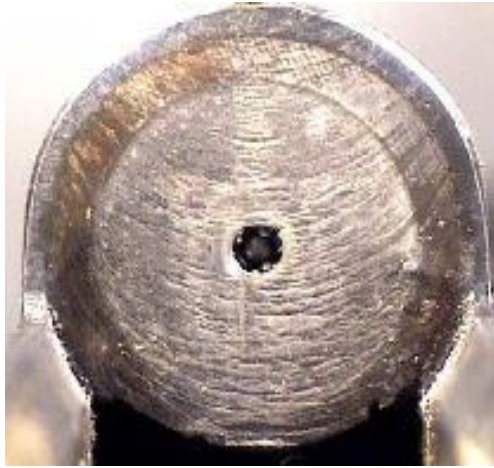
Firing pin impressions also can be found on live cartridges. In some cases, the firing pin may miss the primer of a cartridge or fail to strike the primer of a cartridge with sufficient force for it to discharge. The cartridge may also misfire due to a contaminated or deteriorated primer compound. For whatever reason, the result will be the presence of a firing pin impression on the cartridge case of a live cartridge. This could be significant if the cartridge is say, left at the scene or found at a suspect's house.

Breech Marks

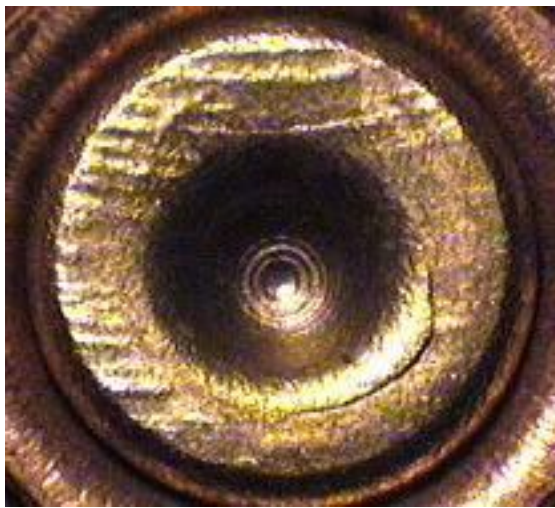
By far the most common impressed action marks on cartridge cases are breech marks. Most fired cartridge cases are identified as having been fired by a specific firearm through the identification of breech marks.

Very high pressures are generated within a firearm when a cartridge is discharged. These pressures force the bullet from the cartridge case and down the barrel at very high velocities. When a firearm is discharged, the shooter will feel the firearm jump rearward. This rearward movement of the firearm is called recoil. Recoil is for the most part caused by the cartridge case moving rearward as an opposite reaction to the pressures generated to force the bullet down the barrel.

When the head or base of the cartridge case moves rearward, it strikes what is called the breech face of the firearm. The image below shows the breech face of a 12 Gauge, single-shot shotgun.



The breech face rests against the head of the cartridge case and holds the cartridge case in the chamber of the firearm. When the head of a cartridge case slams against the breech face, the negative impression of any imperfections in the breech face are stamped into either the primer of the cartridge case or the cartridge case itself. The image below shows the primer of a shotshell fired in the above shotgun.



Breech marks come in various forms. Those seen above are

called parallel breech marks because the marks are a series of parallel lines. Another form of breech marks are circular breech marks. Breech marks can also show no obvious pattern. They may have a stippled or mottled appearance.

Ejector Marks

Ejector marks are sometimes created when cartridges or cartridge cases are ejected from the action of a firearm. Ejector marks can be either striated or impressed but the impressed ejector marks not only can be used to identify a cartridge case as having passed through a firearm's action they can also be an indication that the cartridge case was fired in the firearm. Ejector marks can only be produced when the cartridge cases were fired in the firearm and not by simply hand chambering and ejecting a live cartridge.

Minimizing Firearm Evidence

Forensic firearm evidence is an overwhelmingly powerful tool. How can the operative minimize the evidence he leaves behind at the scene of an assassination or sabotage attack with a firearm. Here are some guidelines to follow in order to minimize the evidence which a firearm attack will leave behind.

- With rifles and handguns, use only all-lead hollow point bullets unless the job requires FMJ ammo to be used. With an FMJ or other type of jacketed bullet, the jacket tends to get peeled back or right off but it retains the rifling marks mostly intact. With an all-lead, hollow point bullet, on the other hand, rifling marks tend to be obliterated. This is true even when fired into a soft target. In some jurisdictions handgun caliber, hollow point bullets are banned. In this case the operative will have to

fabricate his own. Pre-fragmented bullets, which are made from powdered lead, are also available. These bullets strike the target and are smashed into powder. This type of ammo does not have the penetration power of the standard types but will leave not a trace of rifling impressions. Of course cartridge case evidence must also be considered.

- With shotguns the real concern is not the projectile (most shotguns do not have rifling and therefore impart no impressions on the shot or slug projectiles) but the spent shells. The firing pin impressions and other cartridge case marks can be used to match a shotgun to a crime if spent shells are left behind. The spent shells must be retrieved in order to prevent evidence from being obtained to link the weapon to the crime. This is usually not possible.

- Wear gloves in order to prevent fingerprints on the weapon if it must be discarded hastily and to prevent gunshot residue from being present on your hands if you are apprehended.

- Ammo to be used in an attack can be chambered in and then manually ejected from a firearm other than the one to be used. This will leave marks on the cartridge case which will confuse the examination and make positive matching of weapon to the ammunition components more difficult.

- A good trick is to use a weapon which does not eject spent shells (revolver or break-open type shotgun or rifle) or is equipped with a brass catcher and then intentionally leave spent shells of a similar type but fired from a different weapon behind. Spent shells used for this should be obtained wherever people go to shoot such as shooting ranges and garbage dumps. A .38 special or .357 magnum revolver can cause a great deal of confusion when employed this way because they can fire projectiles which are identical to those fired by a .38 super, 9mm, .380 and a number of others. This means that with a .38 or .357 magnum if no shell casings are left behind the investigator can't be sure which type of weapon was used. If shell casings from a .38 super, for instance, are left at the scene of an attack where a .38 special was actually used the firearms investigator will have to conclude that a .38 super was used.

- After a firearm is used in an attack it will have to be destroyed, altered to remove identifiable characteristics or cached. If a weapon is to be destroyed, every part must be damaged enough to make examination impossible. The barrel, bolt head, firing pin, extractor and ejector must be damaged beyond the possibility of examination. In order to alter a weapon the barrel and firing pin, at minimum must be altered. The firing pin can be removed and replaced or ground slightly to change the shape of its impression without much trouble. The barrel is a different matter; the barrel will have to be replaced. Most handguns and rifles have barrels which can be removed. However replacement barrels can cost more than the weapon is worth, in this case the best option is to cache the weapon safely and make it a resource for the future. See the section on Weapons Caching for notes on this.

Bomb Investigations

Police investigators are able to gain quite a bit of information from even an exploded bomb. Instrumental analyses of explosives and residues can determine whether substances are high explosive, low explosive, or explosive or incendiary mixtures; whether the composition of the substances is consistent with known explosive products; and the type of explosives. Explosive residue can be deposited on metal, plastic, wood, paper, or glass. Residue may be deposited after handling, storing, or initiating an explosive.

The operative must make every effort to minimize the amount and value of evidence which an investigator can obtain. Here are some guidelines for minimizing evidence in bombings:

- An exploded bomb will yield less evidence and will take much more time and effort to investigate than an unexploded one. Also, a bomb which fizzles makes you look unprofessional and less than committed, which reflects a similar appearance upon our whole movement. Make sure your bomb will function.
- Use the most commonly available components you can obtain.
- Don't purchase any parts which could be scrounged at junkyards or garbage dumps.
- Use homemade propellant unless you are sure that the commercial propellant you use can not be traced. Remember the police "Ident" lab will be able to identify almost any commercial explosive from just one grain of it, it is even possible to identify an explosive from its residue.

- Remove any labels, logos, serial numbers or distinguishing marks from bomb components such as batteries, clockworks, circuit boards or electronic delays as the investigator may be able to get batch or lot numbers from your components allowing them to discover when and where they were purchased.
- Be sure to wear gloves during the entire process of constructing and delivering the bomb to eliminate the possibility of leaving fingerprints behind.
- Don't leave any hair, saliva, blood, clothing, vehicle or furniture fibers upon or within the bomb. The bomb investigator knows that this type of evidence often gets caught within the threads of a pipe-bomb and can often survive the explosion. This is another good reason to be sure that these parts are well cleaned and lubed. Saliva can be used to obtain a DNA sample, which is better than a signed confession to prosecutors. Don't lick the envelope or postage (or anything else for that matter) on a package or mail bomb.
- Never purchase any bomb components with a credit card or check as this leaves a paper trail back to you. When buying parts be sure not to draw attention to yourself, a purchase of 24, 1' threaded pipe sections and 48 end caps will definitely raise suspicions and ensure that store employees and other customers will take a good look at you. Remember never buy any parts which could be scrounged or made.

Forensic Computer Evidence

Forensic computer examinations can:

- Determine what type of data files are in a computer

- Compare data files to known documents and data files
- Determine the time and sequence that data files were created
- Extract data files from the computer
- Recover deleted files from the computer
- Search data files for keywords or phrases (Such as explosive, nigger, Hitler etc.)
- Recover and decrypt passwords
- Analyze and compare source code

The amount of forensic computer evidence obtained by investigators can be greatly reduced by using the best possible encryption programs with unique and complex passwords. Don't write your passwords down and don't include any obvious phrases or numbers.

Ink and Handwriting Evidence

Examinations can compare the formulation of known and questioned ink including pen, typewriter ribbon and stamp pad ink. When ink formulations are the same, it is not possible to determine whether the ink originated from the same source to the exclusion of others. Writing instruments should be "sterile", in that they should not be used by the operative before or after use in an action.

Handwriting evidence allows the examiner to determine, with reasonable accuracy, if an evidence sample of handwriting was produced by a given suspect.

This type of evidence is of concern to the operative in cases of Fraud, Death Threats, Mail Bombs and when signed receipts and other documents are part of a mission. Writing with the opposite hand, purposely distorting the natural writing method, and using block letters are all tricks which the operative can use to reduce this type of evidence.

Toxicology

Toxicology examinations can disclose the presence of drugs or poisons in biological specimens (i.e. deceased targets). The examinations can determine the circumstances surrounding drug- or poison-related homicides, suicides, or accidents.

The most readily identified toxins include:

- Volatile compounds (ethanol, methanol, isopropanol)
- Heavy metals (arsenic)
- Nonvolatile organic compounds (drugs of abuse, pharmaceuticals)
- Miscellaneous (strychnine, cyanide)

The operative should not store any poisons where investigators can find them. Make up poisons only as they are needed. Toxins such as Ethylene Glycol or Methanol are commonly used chemicals and do not have significant potential as evidence against the operative.

Criminal Profiling

Investigators will use a technique called profiling whenever there is a particularly difficult case or series of cases to solve. This process attempts to make an educated guess at the suspect's identity by analyzing crime scene evidence. Factors such as the suspect's age, race, level of education, employment, social status, and even where he or she lives can be deduced with reasonable accuracy.

In order to thwart the efforts of criminal profilers the operative must:

- Leave as little evidence as possible behind at crime scenes.
- Use simple language when making threats or claiming responsibility for actions.
- Never attack any target near your residence or any former residence, near your place of work, or along any routes which you travel often. Law enforcement profilers know that these types of attacks are often made upon targets which are in areas familiar to the perpetrator. The first attack an operative makes is particularly important because profilers know that a perpetrator almost always makes his first attack against a familiar target.
- Don't develop a pattern in your attacks which will allow law enforcement to predict when and where you will next strike. Vary the types of attacks, the time of day, day of the week and attack targets in as wide a geographical area as possible.

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