

# TANK HUNTING TACTICS



**TANK DESTROYER CENTER**

**CAMP HOOD, TEXAS**

## TANK HUNTING

### An Orientation Lecture Given to Each Battalion at the Outset of Their Instruction

By

Lieutenant Colonel Gordon T. Kimbrell

For the next two hours you will observe a demonstration of the type training all of you will undergo during the next six days. It is a type of intensive training called "Tank Hunting Tactics". Generally, this type of warfare is not new. It is based on the principles of battle developed by our forefathers in securing our country. "Tank Hunting Tactics" does, however, include the employment of modern weapons. Actually, it might easily be called "Indian" warfare or "Guerilla" warfare, all with the addition of modern weapons and equipment.

The purpose of "Tank Hunting Tactics" is three-fold. Primarily, we intend to teach you methods of combating tanks that will enable you to continue to fight when your main weapons are out; to destroy tanks by secondary means. It is true that as Tank Destroyer Units we will always consider the heavy caliber gun as our main Tank Destroyer weapon. With that weapon we will capitalize on the superb marksmanship ability of the American soldier. With our destroyers we can beat tanks. Yet there will be occasions in battle when some of our primary weapons will cease to function for very obvious reasons. You can all think of those reasons now. You may exhaust your ammunition, for example; you may have mechanized malfunctions of your vehicle; you may have bits of your motor or track blown off, or any of many other reasons to render your weapon out of action. We will train you in methods that will enable you to continue to fight tanks with any means at hand; with secondary or Tank Hunting methods.

A second reason for training in this manner of fighting is to enable you to seek out tanks in parks or bivouac, to strike silently and with flame, explosives and small arms; destroy those enemy tanks and kill their crews. This type of raider warfare may be applied against enemy strong points also.

A third reason, and an extremely important one, is to train you as soldiers to be aggressive and ruthless. We want you to be more deadly, "dirtier", and more ruthless than the Hun or the Jap. They have been taught since they were small to be unfair; that to strike an unfair blow is to strike more successfully; that to hit a man low is a most effective means of stopping him. We, as Americans,



tend to think in terms of sportsmanship. We, because of our nature, hesitate to strike low or to foul our opponent in any manner. They will not fight by Marquis of Queensbury Rules. Understanding this, we as Americans, will go them one better, and give them more ruthlessness, dirty tactics, and stabs in the back than they ever conceived. The American is ingenious. He can outwit, out-fight and out-kill the Huns and the squint eyed sons of Mikado fairly, or, if they choose, (and they have), in a foul manner.

So, men, you are here to learn to kill. Kill men and tanks with any means at hand; with weapons which you are issued or with the weapons you are clever enough to devise. And if the situation occurs, kill with your bare hands. Our enemy is skilled, cunning and efficient, but lacking in the inherent qualities; namely, ingenuity, the ability to think, and the ability to grow to meet any situation.

Now, in a brief manner, I will discuss the various courses of instruction you will receive. In a short while you will see a brief demonstration of the type of training you will receive during the next few days. We are giving you this talk and demonstration so that you will more thoroughly understand what you are facing, and therefore derive more from the instruction.

One phase of instruction you have received already. It is negotiation of the Obstacle Course. You will come to know that course well during the next few days. Don't groan. It will grow easier with practice. We do not intend to "haze" you as you may now think. There is a definite purpose for the Obstacle Course. First, it improves you physically; but most important of all, it puts you in the proper frame of mind for the training you are to receive. We want you to be tired and dirty when you learn to shoot; to fight in streets and to fight in woods. That is why you start everyday here with the Obstacle Course.

When you are in battle you will be tired and dirty and nervous. We threw grenades at you this morning to make you nervous and excited. We want you to learn to fight when you are under strain. Then, too, intestinal fortitude was required for some of you to get through to the top of the hill. Some of you came through on that alone. We have had men who didn't possess that quality. We want to know who they are; so do you. You don't want a man in your squad, platoon, or even battalion who will quit when the going is tough. Not only does he jeopardize his life; he may waste your life too. There are still other courses of instruction that make the quitter show his wares. That is one reason why we introduce realism into training.



Another phase of instruction that you will receive is called "Infiltration". Perhaps "Infiltration" doesn't mean much to you now; it will later. Let me explain what we desire to accomplish by it; then, I will explain of what "Infiltration" consists.

As I have intimated before, we think the American soldier is potentially the greatest soldier in the world today. Yet, at first, one of his best traits tends to make him weak. He has been reared in a free country. He thinks as he pleases. Unless he understands what he is doing and knows why he is exerting himself for a particular job, he has a strong tendency not to throw his whole being into his task. You and I call this "dead-beating" or "gold-bricking". On many occasions during maneuvers, it has been difficult for Johnny Private, and many others for that matter, to visualize warlike conditions. So when we have walked a long way or stayed awake for a few hours longer than we are accustomed, we tend to "dead-beat", not that we don't want to do our part; we just don't see the need for all of the expenditure of energy. In short, we are blessed slightly with laziness. When we are supposed to take cover we sometimes find a shelter tree to sit under. We saunter casually across open spaces. You can all think of such occasions.

Perhaps we need more realism in our training. You will get just that. In that open field to your front, you, in small groups, will advance toward fixed gun positions. You will have to take cover and stay low, for as you advance, "live ammunition" from Light Machine Guns will be fired, so that if you rise to your hands and knees, you probably will be hit. At the same time, explosive charges representing mortar and artillery fire will be detonated close to you. You will be nervous, and in some cases you will be excited. We want you to feel that way. We want you to know how it sounds and how it feels to work from the "bullet end". Most of you will get through in great style. A very few of you (if you run true to form as compared with battalions that have preceded you) will loose your nerve. Don't worry now about that. It is a weakness that many of those few can overcome. It is important that you know battle noises; that you feel the sensation of being fired at. Some soldiers in this war have run from sound and the uncertainty of the battlefield and run from that alone. Many lost their lives because they lost their heads. We want you to learn to control yourselves when the strain is great. We have a famous adage in this country. "Live and Learn". In our work that is reversed to "Learn and Live".

The next type of training you will encounter is called "Battle Firing". It is a method of firing small arms that supplement the normal methods of firing. We will teach you to fire the pistol,



the tommy gun, carbine, and rifle when visibility is poor, so that you cannot see to aim; when surprise targets pop up at close range, requiring that you fire quickly and accurately in order to live. We teach you to fire when you are nervous and excited, while you are crouched, and while you are tense, gripping tightly anything you touch, including your weapon. It is an accurate means of firing. Other battalions have averaged about 90% hits on that course.

The next phase of instruction is called "Night Firing". It is "Battle Firing" in the dark which takes place in those two tunnels. Blackout is complete in there. You won't see some of the targets that bob out of the wall, down from the ceiling, or up from the floor. You will have to hit them by pointing your weapons at sound. Other targets will appear to be shadow forms. On no target will you be able to use your sights. It is much too dark. Your battalion will average about 85% hits at average range of 20 yards. You will fire the pistol then.

From "Night Firing" you move to the village to receive instructions in "Street Fighting". As you know, Tank Destroyer Units will seek to avoid "Street Fighting". Yet, there will be times when we will be required to move through towns for reconnaissance purposes. We may have to fight then. Certainly if enemy tanks are parked in towns we send raiding parties after them. We must know "Street Fighting". The newspapers, everyday, indicate the amount of fighting in this war taking place in cities. We will teach you a few principles of "Street Fighting"; but most important of all, you will learn to work together in small groups with cohesion. You will use "live ammunition" with your weapons loaded and the hammers back, safeties off. We think that American soldiers are intelligent enough to keep from shooting one another. You must learn to work with Johnny and Jack and prove to yourselves that you can use overhead fire and cross-fire intelligently. Targets that bob up in the village will cause you to fire in that manner. You will encounter the booby trap then too.

From "Street Fighting" you will move to a course in "Woods Fighting". There you will be taught methods of advance wooded terrain. You will encounter surprise targets. Again you will use "Live ammunition" as in "Street Fighting". You will encounter strong points in the form of concrete emplacements. You must learn to knock those out with explosives such as "sticky" grenades, "pole charges", and with flame. Then you will use grenades against sniper posts, and, as in "Infiltration", you will encounter explosives representing enemy mortar fire.



In the next course of instruction, "Ambush Operations", you will learn various means of stopping tanks. You will make "string mines", "plank mines". You will learn also the construction of "booby traps", how to detect them. There you will handle explosives and learn to respect them; not to fear them.

The following course is called "Field Craft". It teaches you personal care in the field, personal camouflage, and many small subjects that will make you a more efficient fighting man. They are little aids taken from troops who have used them in this war. You will have to make fires without fuel and without matches. You will learn several means of enabling you to cook individually. It is a course in the small personal things encountered in war, designed to make you a better soldier.

There is a course on "Map and Compass". I won't explain more. It is similar to instruction you have received before. You will need a refresher course for the night raids you make while here.

The next instruction is called "Grenades". There we show you the issue grenades and how to use them. You will learn to throw the A.T. Grenade, M-9 or M9 A-1 by hand, as well as to fire them by rifle. You will make "sticky" grenades, A.T. bombs, self-igniting Molotovs. In short, we will teach you all we know of the secondary weapons for destroying tanks. They are effective as you can see by observing that medium tank there.

The last phase of instruction is called "Close Combat". You will learn various means of killing men with your bare hands or with any means available. You will learn to disarm your enemy. You will learn to break his strength and resistance. "Close Combat" teaches you methods of self-preservation when you are without your regular weapons.

That completes the verbal description of the course. This is your course. We are here to help you. You will learn much. We want you to be on your toes, and use your wits. You will be able to think of many other means for stopping and destroying tanks when the occasion arises. Some of you will think of means while you are here that are different from the methods we teach. Let us know so that we can include your ideas in the instruction. Then the battalions who follow you will benefit by your experience.

Keep this in mind throughout the course. You must learn to stop tanks and their crews whether with primary Tank Destroyer weapons or with secondary weapons. You must learn, at all costs, and under the most rigorous of conditions, to ...SEEK, STRIKE, DESTROY.

## GENERAL

Every Tank Destroyer Battalion undergoing training at the Tank Destroyer Center must, at some time, include a week at the Tank Hunting Course as part of its regular schedule. There are three such courses, thus three battalions can complete similar courses in one week.

A battalion scheduled for this course receives a warning order a month in advance. Ammunition must be secured, since each battalion furnishes its own ammunition to be used while on the course. Salvaged clothing may be procured for use during the six days. The men must be conditioned to stand the gruelling pace.

Each battalion is issued written instructions as to what equipment is needed, and given a mimeographed schedule of the courses.

Prior to the battalion's arrival, a liaison officer reports to an instructor of the course and is shown the bivouac area that the battalion is to occupy while it is undergoing instruction. Since the purpose of the course is to accustom men to approximate battle conditions, the battalion occupies a tent-bivouac area within short marching distance of the Tank Hunting Course.

The one week course usually begins with the first class on Monday morning. The battalion moves by night march in order to arrive at its bivouac area by two A.M. Sunday.

At seven-thirty Monday morning, the ammunition truck of the battalion reports to the range officer at some designated point on the course. At the same time, the entire battalion, divided into eight equal groups, reports to an officer at the start of the obstacle course. This instructor explains the obstacle course, and on signal, each group runs the course in succession. After a short rest, the battalion moves to a centrally located assembly area, much in the form of a natural amphi-theatre.

Here, the officer in charge of instruction gives an orientation lecture, explaining the purpose of the course, and demonstrating through the help of assistant instructors, those parts of the various classes which may practicably be shown to the entire group.

At the close of this demonstration, each officer acting as group leader, is given a copy of the schedule for the week and shown the various instructional areas. The groups move out at double time. Any group movement is traveled double-time.



The classes last an hour and forty-five minutes. This allows fifteen minutes for movement to another area.

Every officer of the battalion, including medicos and chaplains, goes through all instruction with the men.

Tuesday night, after the days classes, the battalion cooks its evening meal individually, using no utensils----no pots, pans, or mess-kits. At seven o'clock that same night the battalion forms in the assembly area on the Tank Hunting Course. Each Company is divided into groups of from ten to fifteen men. A short lecture is given by an instructor on the art of tank-stalking. A situation is given in which a small group of enemy tanks has been located by reconnaissance. The tanks are in a park approximately one thousand yards to the north. These Tank-Hunting gangs, armed with the sticky grenades and Molotov cocktails which they have made during the day's classes, are to raid this tank park.

Each gang consists of two scouts, armed with knives and 45 calibre pistols; four tank-killers armed with grenades; and four men to act as security. The scouts move out to locate the park. (The tanks are represented by rock piles, 14' long and 6' high.) The scouts ambush the enemy out-posts and lead the gang in. The security covers the raid while the killers move in. At the leader's signal, the killers hurl their Molotov cocktails and grenades and get out. Reorganization takes place in some pre-determined intermediate rallying point, and the gang moves back to the bivouac area.

Thursday night, the eight groups of the battalion go out on a map and compass problem, travelling a course to a designated point---solely by means of compass.

Usually, the battalion concludes its instruction by noon Saturday. At that time it returns to battalion control, breaking camp, and leaving the bivouac area for barracks.



MEMORANDUM:

TO : All Units of the Advanced Unit Training Center.

TANK HUNTING

1. The following data pertaining to Training in Tank Hunting Tactics is published for battalions concerned.

2. Ammunition, weapons, and supplies, as listed, to be delivered to supply sheds on the Tank Hunting Range by 7:00 A.M. the first day of instruction.

- a. .30 Cal Ammunition \_\_\_\_\_ 15 per O and EM
- b. .45 Cal Ammunition \_\_\_\_\_ 25 per O and EM
- c. .30 Cal Ammunition in belts \_\_\_\_\_ 5 ball, 5 tracer per man
- d. Machine gun, light, cal. .30, complete \_\_\_\_\_
- e. Thompson sub-machine gun, w/box type magazine \_\_\_\_\_ 20
- f. White gasoline \_\_\_\_\_ 5 gallons

3. Battalions will move by night march to bivouac areas on the Tank Hunting Range and arrive thereat prior to 2:00 AM. Starting time will be reported to S-3, Advanced Unit Training Center.

4. It is suggested that old uniforms be worn throughout the course of instruction. Class X clothing may be obtained from the salvage Warehouse, depending on the supply available at any given date. Battalions will contact Lt. Barr, Salvage Officer.

5. Battalion ambulance will be centrally located on the range throughout the course of instruction.

6. It is suggested that an Officer of the Battalion report to the Tank Hunting Range at least three (3) days prior to the movement of the battalion to the range to familiarize himself with the bivouac area and contact the Officer in charge of the range for additional information.

7. Evening meals on Tuesday and Thursday will be prepared individually.

8. On the initial day, the battalion, divided into eight (8) equal groups, will move to the head of the Obstacle Course, arriving by 7:30 AM.

By Command of \_\_\_\_\_:

## OBSTACLE COURSE

### 1. Purpose.

- a. To develop endurance and physical fitness of soldiers.
- b. To develop coordination and agility.
- c. To introduce fatigue (and mental strain) prior to participating in tank hunting training.
- d. To teach soldiers to handle their small arms under adverse conditions.

### 2. Construction. Obstacle Courses at Camp Hood are constructed generally as follows:

- a. A straight run of 75 yards through soft terrain indiscriminately strewn with fallen trees.
- b. Negotiate a water course with mean depth of 9 feet. and approximately 30 feet wide.
- c. Mount to and leap from a platform 8 ft. high.
- d. Negotiate a series of hurdles of log construction from 3 to 5 ft. high.
- e. Scale a 7 ft. smooth wall.
- f. Crawl through a barbed wire entanglement 30 yards in depth which is exposed to smoke and explosion.
- g. Run to and cross a wire mesh covered earth mound approximately 7 ft. high.
- h. Cross an anti-tank ditch and climb a hill at a 35 degree slope, approximately 200 ft. long.
- i. Fire aimed shots at silhouette targets at ranges from 50 to 100 yards.

TIME: 2½ hours in five ½ hour periods.

## INFILTRATION

### 1. Purpose.

- a. To acquaint men with gun fire (from the "bullet end") passing closely overhead.
- b. To acquaint men with combat noises employing explosions of small charges to represent shell and mortar fire. In an effort to reduce initial shock of action and in an effort to determine which men are not nervously suited for combat duty.
- c. To teach men correct methods of advancing under fire, through barbed wire, and normal battlefield obstacles.

### 2. Construction.

- a. An area 100 yards in depth, 50 yards wide, and necessary safety factors for firing .30 caliber machine guns.



- b. Three machine gun platforms at near end of course, with depression and traverse stops.

3. Method.

- a. Starting line is at far end of the course. Men drop to the ground upon signal, and advance toward machine guns. As they advance, they encounter trenches with parapets on the side toward machine guns, slit trenches, barbed wire 18 inches high, shell holes, and fallen trees.
- b. Several mines, consisting of one pound of TNT or dynamite, are placed throughout the field. These are controlled electrically from a control tower by an operator who can see all men as they advance. Operator explodes one mine at a time as men cover near mine positions. Machine guns maintain intermittent fire until the men reach the last trench.
- c. After all men have cleared the barbed wire and are in the last trench, they charge over the last parapet and assault simulated antitank guns situated 25 yards to the rear of the machine gun platforms.
- d. Machine guns are "zeroed" previous to placing the men in position so that the fire is grazing and approximately 30 inches high.

### STREET FIGHTING

1. Purpose.

- a. To instruct soldiers in methods of street reconnaissance.
- b. To introduce them to booby traps.
- c. To teach them to handle loaded weapons in the presence of other men, to include cross and overhead fire while exposed to disturbing influence such as explosives and other noises.

2. Method of instruction.

A village is constructed of old buildings, old lumber, and any other material at hand. Booby traps are rigged up in doors, stairs, and other logical places. Targets are placed to represent enemy snipers and hostile civilians. Soldiers are required to move through the village for reconnaissance purposes while under close supervision of street fighting instructors. At the discretion of the instructor, targets are exposed at varying firing distances. Booby traps are exploded by the careless soldier who fails to perform proper observations during his advance. Grenades are employed in reducing strong points, in clearing buildings, and for general noise-making purposes, the latter being used by instructors on proper occasions. Movement in the village is rapid when troops are exposed, so that progress is made by a series of bounds from cover to cover where they are halted momentarily for the purpose of observation, reorganization, and control.

TIME: 4 hours, 2 periods of 2 hours each.

## BATTLE FIRING

### 1. Purpose.

To teach men to fire small arms in poor visibility (without the use of sights) at surprise targets at close ranges while in a state of nervous excitement.

### 2. Method of instruction.

Soldiers are required to practice dry the positions for battle firing which consist generally of a natural crouch with all body muscles tense. On completion of the practice period, they are then required to fire a few rounds in what is termed "preliminary battle firing." As his technique develops, his shots are made more difficult by staggering targets in depth and elevation. At this point in training, speed of fire is accentuated. The final instruction in battle firing is conducted in the form of night firing which takes place in a blackout tunnel. (See diagram.)

TIME: 8 hours, 4 periods of 2 hours each.

## WOODS FIGHTING

### 1. Purpose.

- a. To teach men to use natural cover and concealment.
- b. To advance rapidly and silently through woods.
- c. To handle small arms properly, using aimed shots, or battle fire shots as required by the exposure of targets at various distances and time intervals.

### 2. Method of Instruction.

- a. Form three groups of three men each under a leader. These groups work forward through woods in a triangular formation, the three groups forming a triangle, apex to the rear. Each group of three men uses the same formation as they move toward an objective. The leader, who is in the center of the large triangle, directs his men in the capture or destruction of sniper's posts and pill boxes as encountered, and gives the signal for the final assault on the objective. Tank stalking is one variation of woods fighting taught.
- b. In a discussion, advantages and disadvantages of woods fighting are stressed

TIME: 4 hours, 2 periods of 2 hours each.



## CLOSE COMBAT

### 1. Purpose.

- a. To teach men how to destroy the enemy at close quarters when their individual weapons may be lost or useless.
- b. To teach a means of offense with the bare hands; employing the dirty tactics of street fighting and barroom brawling.
- c. To teach men coordination of hands and body, and employment of knife, stick, or other implements in lieu of their small arms.
- d. To instill within the individual soldier a ruthless and aggressive courage that will tend to make him "cocky."

### 2. Presentation.

- a. General theories and principles of balance and the application of strength against weakness.
- b. Use of kicks and blows. Counters to ordinary grips and holds.
- c. Wrist throws and hip throws.
- d. Stick fighting, pistol disarmament, and "come-alongs."

3. The instructor demonstrates and explains all of the foregoing from a platform. The class is divided into pairs and practices each of the methods shown in a rough and realistic manner.

TIME: 6 hours, 3 periods of 2 hours each.

## GRENADES

### 1. Purpose.

- a. To train men in the safe use of grenades of all types, whether improvised or issued.
- b. To teach men to construct improvised grenades.
- c. To accustom men to handling explosives.
- d. Material and equipment.
  - (1) Issue grenades.
  - (2) M-9
  - (3) M-9A1
  - (4) M-10
  - (5) MK-2
  - (6) HE-MK2
  - (7) CN-DM-M6
  - (8) CN-M7
  - (9) Rocket Grenade T2
- e. Improvised grenades to supplement issue grenades.
  - (1) Sticky grenade.
  - (2) Offensive grenade.
  - (3) Defensive grenade.
  - (4) Molotov cocktail.
    - (a) Booster types.
    - (b) Fuze types.
    - (c) Delay types.
    - (d) Self-ignition types.

- f. Explanation of explosives, caps, fuzes, etc.
- g. Primacord and its uses.
- h. Practical work.

TIME: 4 hours, 2 periods of 2 hours each.

### BOOBY TRAPS

1. Purpose.  
To train troops in the construction and detection of booby traps.
2. Material.  
Materials used in booby traps are found in the battalions, i.e., explosives, caps, fuzes, and fuze lighters are secured from the pioneer platoon. From the communications platoon we procure our tape and wire and flashlight batteries.

NOTE: Practical training, Initiative and common sense are prime requisites.

3. Instruction.
  - a. Electrical trap.
  - b. Nonelectrical trap.
  - c. Safety precautions.
  - d. Detection of booby traps and methods of destroying same.
  - e. Articles used in conjunction with booby traps;
    - (1) Discarded weapons.
    - (2) Stair treads.
    - (3) Dead bodies.
    - (4) Beer bottles.
    - (5) Refrigerators.
    - (6) Doors.
    - (7) Trip wires.
    - (8) Light circuits.

TIME: 2 hours, 1 period of two hours.

### TANK AMBUSH

1. Purpose.
  - a. To intercept and attack vehicles or tanks by surprise.
  - b. Method of ambush and consideration in ambush.
2. Types of tank ambush weapons.
  - a. String mine.
  - b. Plank mine.
  - c. Fougasse.
  - d. Rocket grenade.
  - e. Road blocks
  - f. Russian AT grenades.



- g. AT grenades, improvised.  
3. Use of Camouflage.

TIME: 2 hours, 1 period.

#### MAP AND COMPASS

1. Purpose.  
Familiarize troops in use of maps and compass.
2. Instruction.
  - a. Maps, different types.
    - (1) Use of maps.
      - (a) Plot locations.
      - (b) Measure distances.
    - (2) Marginal information.
      - (a) Use of graphic scale.
      - (b) Use of declination information.
      - (c) Contour distance.
    - (3) How to orient a map by:
      - (a) Compass.
      - (b) Stars.
      - (c) Sun.
      - (d) Inspection.
    - (4) How to find directions.
      - (a) Stars.
      - (b) Sun.
      - (c) Watch.
    - (5) Use of hasty sketch.
      - (a) What it should show.
      - (b) Why they must know how to draw one.
      - (c) Practical work on sketching maps.
    - (6) Observation of route and why.
    - (7) Estimation of distances and why.
    - (8) Conventional signs and symbols.
      - (a) Their use.
      - (b) Advantages.
      - (c) Contours
      - (d) Stream lines.
3. Compass.
  - a. Use.
    - (1) How to hold a compass.
    - (2) How to take an azimuth.
    - (3) Following an azimuth, day or night.
    - (4) Back azimuth and its use.
  - b. Parts of compass.
    - (1) As: front sight, rear sight, etc.

4. Practical work with map and compass.
  - a. Follow compass course.
  - b. Sketch route followed.

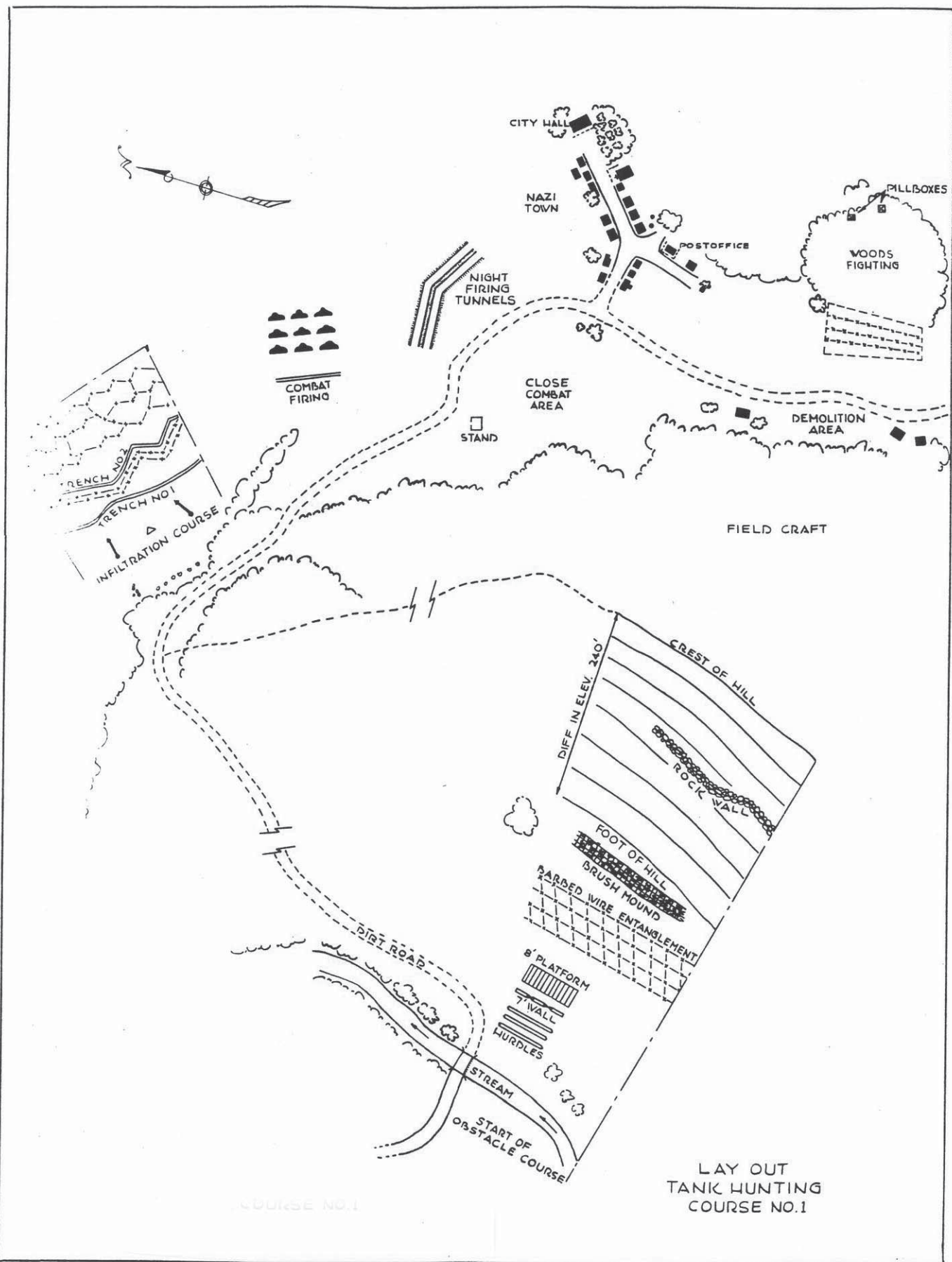
#### FIELD CRAFT

1. Purpose.
  - a. To teach the individual to care for himself under adverse conditions, and to teach him the use of personal camouflage.
2. Method of instruction.
  - a. By lecture, demonstration, and exhibits, to show the soldier how to use natural camouflage materials, and the use of field expedients when his usual equipment and sources of supply are not available. Example.
    - (1) Building fire with flint and steel.
    - (2) Care of body, particularly the feet.
    - (3) Proper care of snake bite.
    - (4) Preparation of meals by individual.
    - (5) Construction of simple shelter.

TIME: 2 hours.

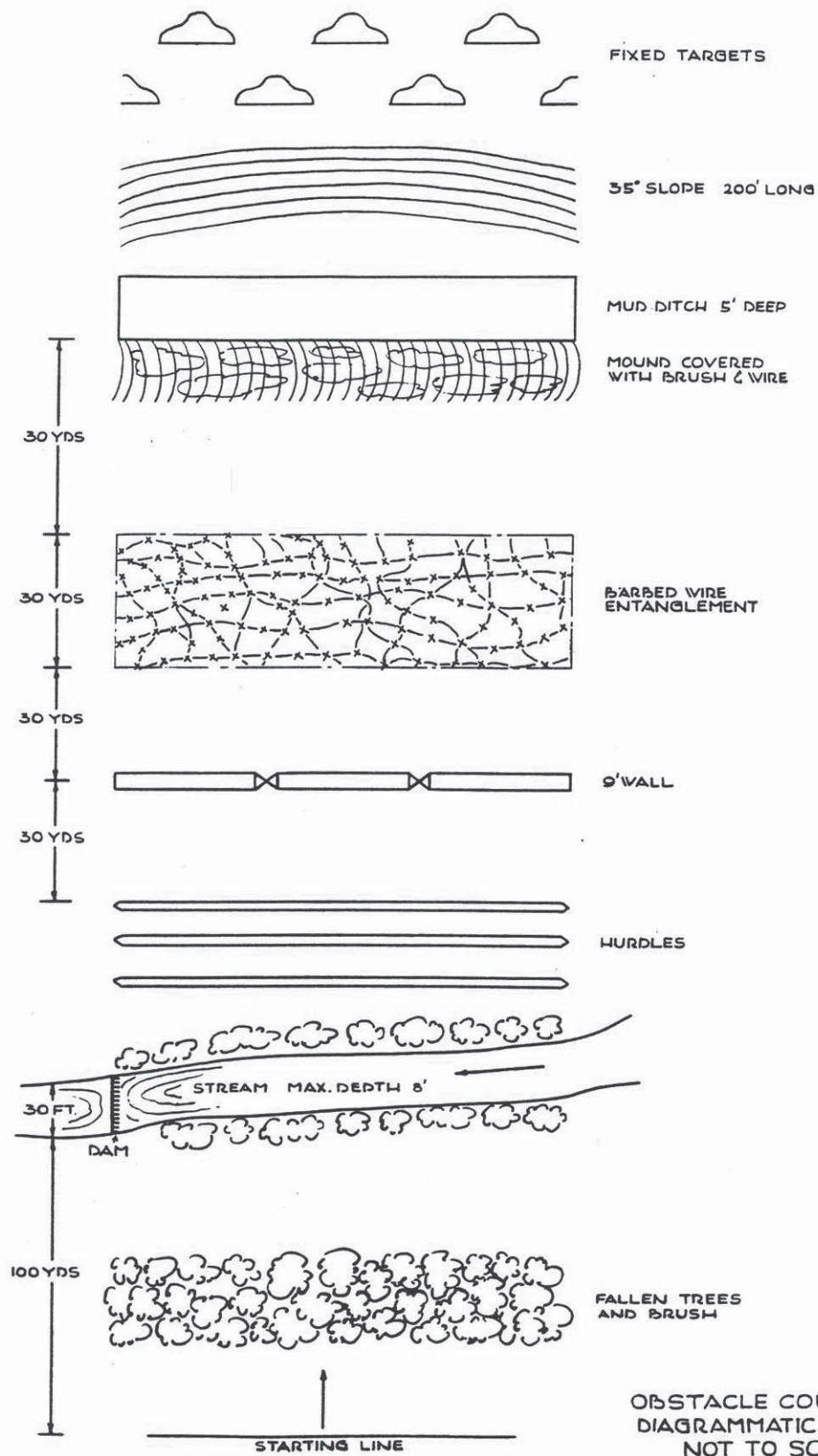
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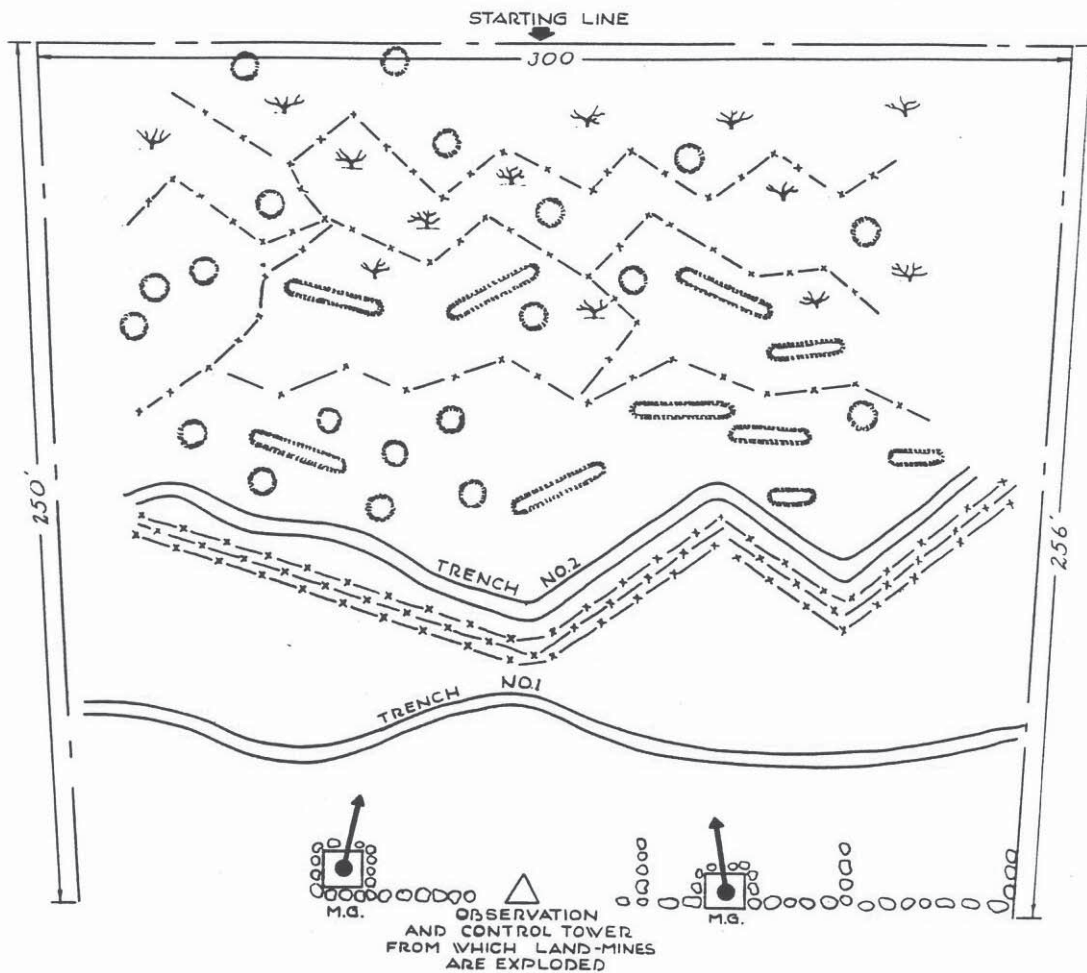
COURSE NO. 1

LAY OUT  
TANK HUNTING  
COURSE NO. 1



OBSTACLE COURSE NO.1  
 DIAGRAMMATIC DRAWING  
 NOT TO SCALE

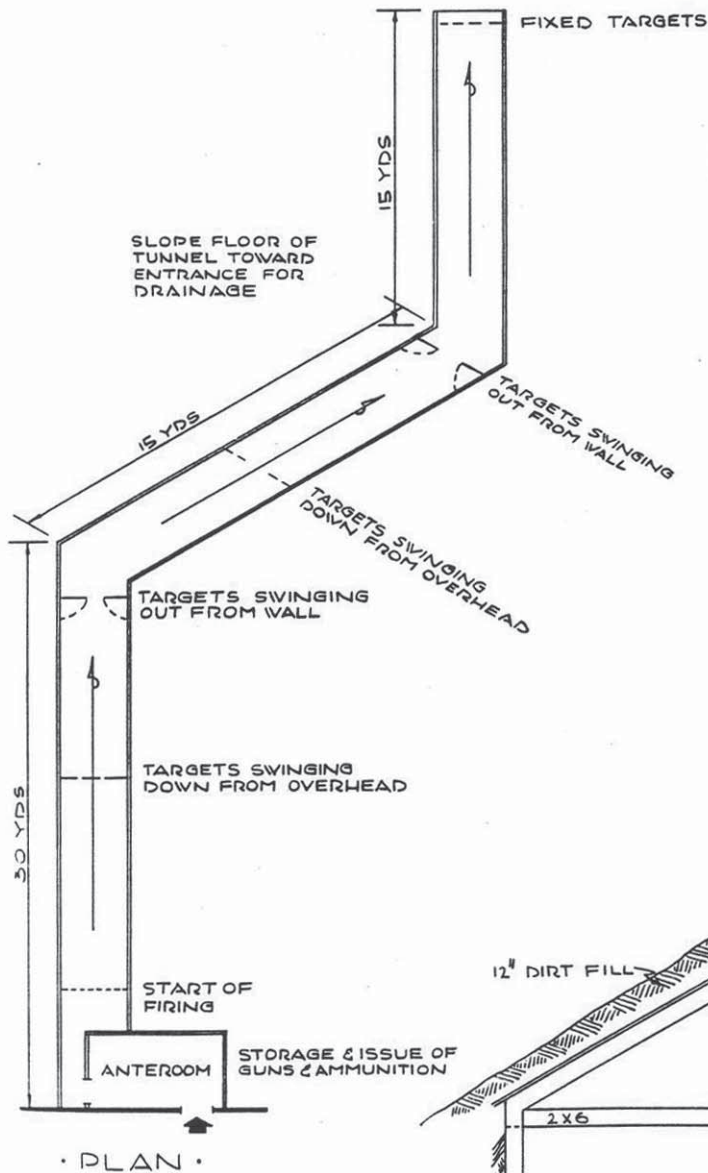




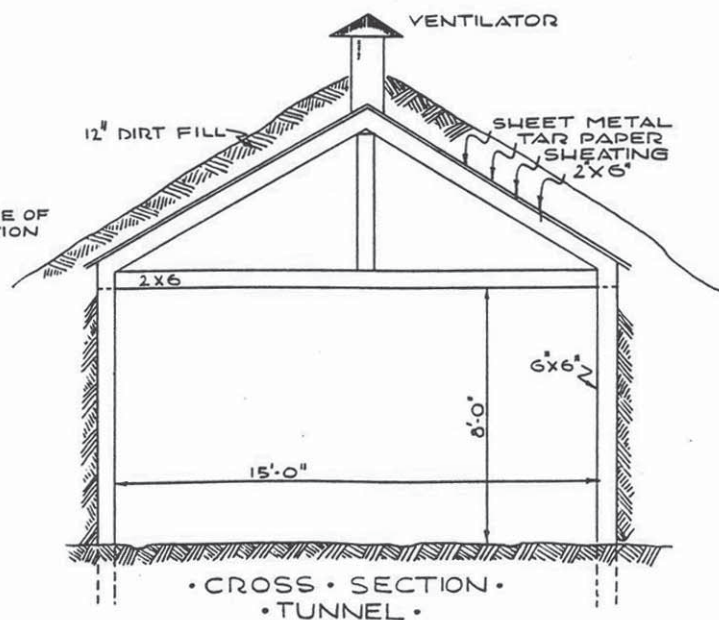
# LEGEND

- CRATERS CONTAINING LAND-MINES
- BUNKERS
- BARBED WIRE ENTANGLEMENT
- DEAD TREES

INFILTRATION COURSE  
SCALE: 4" = 100 FT. (APPROX)



MEN WORK IN PAIRS-  
TWO PAIR WALKING ABREAST  
WITH INSTRUCTOR BETWEEN-  
PROGRESSING DOWN TUNNEL  
FIRING AT SOUND & SHADOWS  
OF SWINGING TARGETS.



NIGHT • FIRING  
BLACK-OUT-TUNNEL •



