

MICHIGAN MILITIA CORPS WOLVERINES (MMCW)

INFANTRY LEVEL 2

A CITIZENS GUIDE TO INDIVIDUAL TACTICAL READINESS

Basic Equipment: (in addition to level one equipment)

- 1) Poncho with liner or blanket.
- 2) Compass.
- 3) 550 cord or parachute-cord, at least 50 feet.
- 4) Water purification tablets/filter.
- 5) Multi-tool/Swiss army knife.
- 6) Waterproof matches.
- 7) Magnesium fire starter/fire stick.
- 8) Mini binoculars.
- 9) Knife sharpening stone.
- 10) Sewing kit.
- 11) Personal hygiene kit.
- 12) NATO gas mask.
- 13) Potassium Iodate.
- 14) Sidearm.
- 15) 40 rounds of ammunition for sidearm.
- 16) Semi-automatic rifle.
- 17) Additional 100 rounds for rifle (200 rounds total).
- 18) Additional quart of water (2 quarts total).
- 19) 1 more camouflage uniform.

20) Extra socks and underwear.

21) Additional items to first-aid kit.

22) Second full day worth of food.

Note: At this point, you should still be able to carry everything without needing a backpack. This is still considered a "combat" load.

Basic Abilities:

- A) Camouflage self and equipment. Evaluation by peers.
- B) Construct a field-expedient shelter, using only Level 1-2 gear. You must stay overnight in this shelter.
- C) Execute a series of three to five second rushes using cover and concealment over not less than a total of 50 yards. You must wear/carry at least your level one and two gear.
- D) Complete a THREE mile walk with all of your Level One and Two gear in less than 1hr 15min.
- E) Hit 10 out of 10 shots on a 9 inch target at 100 yards from a field expedient position within four minutes with your rifle.
- F) Start a fire with only your level two gear and keep it going for a minimum of ten minutes.
- G) Chemically purify a quart of water and drink half of it. Yum.
- H) Determine an azimuth to a specific point and calculate the back azimuth.
- I) Identify map symbols and features.
- J) Measure distance on a map, both by road and by foot/car.
- K) Orient a map.
- L) Determine direction without a compass.
- M) Hit 8 out of 10 shots on a 9 inch target at 10 yards with primary sidearm that you took on your walk/run. You get 3 attempts for this shoot.
- N) Field strip sidearm for cleaning.
- O) Identify two edible and two poisonous plants in the field.

- P) You must be at level one for at least six months before you can attempt for level two.
- Q) Qualification is valid for a time period of one year, at which time one must requalify at their current level, advance to the next level or downgrade to a lower level.
- R) You have 60 days from the time you start your qualification to complete it. Otherwise you must start over.

What we have here is a follow-up publication to our earlier Level One book. While we believe that passing the Level One qualifications is sufficient to be considered "able-bodied and capable of bearing arms," we understand that by pursuing further skills and acquiring additional equipment, one's ability to fight and survive any situation will be greatly enhanced. As always, feel free to add items or skills as you see fit.

Detailed look at Level 2 Equipment:

1. PONCHO WITH LINER OR OTHER BLANKET-LIKE ITEM. Your poncho must be waterproof. Many military surplus ponchos are available, and they are not expensive. In a pinch, you could even use a commercially available civilian poncho, which costs even less. Many militia members carry a second poncho, to use as either ground cover, or an overhead shelter.

Military surplus poncho liners are available for you to use. They fasten to the grommets on US military surplus ponchos for use as a field expedient sleeping bag. This works well, and has been field tested by this author down to twenty-eight degrees Fahrenheit. You may also obtain a military surplus wool blanket. Wool is an excellent insulator, and will even keep you warm if it is wet. Any type of blanket will work in a bind.

You may also carry a sleeping bag instead of a blanket. Lightweight sleeping bags will work in all but the coldest of environments. You may wish to look for a sleeping bag with a waterproof-lined bottom. A sleeping pad is also a good idea. You should still always have something, like a poncho or a small tarp, to use for overhead cover.

2. COMPASS, non-electric, with degree markings. The cost on these will vary widely.

3. 50 FEET OF 550 CORD (PARACORD). 550 cord or paracord is one the greatest multi-function items to carry in the field. This can be used to fashion a shelter from your poncho, secure loose gear, secure prisoners, fashion booby-traps (theoretically speaking, that is), and anything else you can think of. The 50 feet is a minimum. Many militia members carry two fifty-foot long sections. You can carry heavier rope, and indeed, someone in your team or squad should have a 120' rope with them. For personal use, nothing beats 550 cord. Period. It is available at army surplus stores or through mail order catalogs. Your friendly local militia people may have some as well. Get some.

4. WATER PURIFICATION TABLETS/FILTER. Whether you get a filter or chemical treatment, such as iodine, water purification is an important component of long-term field operations. Check your iodine tablets, if they are reddish orange (sort of a rust color), then they are no longer good. We have been told that "Polar Pure" crystal purification system works well, as do some of the other portable filter systems. One of the best filter systems is a "KATADYN" water filter. Ceramic filters may work very well, but may also break. In a pinch, you can simply bring your water to a rolling boil for no less than FIVE minutes, preferably longer.

5. MULTI-TOOL/SWISS ARMY KNIFE. These have many uses including repairs to gear and firearms, building shelter, etc.

6. WATER PROOF MATCHES. Stick matches burn longer and are easier to use than paper matches. It is not always the most tactical thing, but in winter, it can mean life or death. Avoid carrying separate liquid accelerants.

7. MAGNESIUM FIRESTARTER/FIRE STICK. These will last A LOT longer than your matches will and will still work when they are wet.

8. MINI BINOCULARS. You can only see so far with the naked eye. These come in a variety of magnifications so try to get the best magnification you can find. The reason for the mini versus the regular size is both weight and size.

9. KNIFE SHARPENING STONE. A dull knife is a bad thing. These take very little room and are very light.

10. SEWING KIT. There are times in the field where one must do repairs to gear and/or uniforms. What we suggest is finding a ripped or torn uniform shirt or pants that nobody wants and take a section of the material. Also take a few of the button off the shirt or pants. About 2-3 needles and a small spool of brown thread finish off this requirement.

11. PERSONAL HIGEINE KIT. To include toothbrush, toothpaste, foot powder, razor, unscented soap, unscented deodorant, nail file, nail clippers, personal medications, etc. Do not bring perfumes, colognes, or any other "smell good" stuff. Remember you are trying to blend into your surroundings.

12. NATO GAS MASK. There is a wide variety available. Pick one and get a couple of filters. Get one that accepts screw on NATO filters. Some mask like the Finnish accept the 60mm filters vs. the 40mm NATO filters, but you can buy an adapter for only a couple bucks. If at all possible, and if you can afford it, try to find a mask with a drinking tube. There aren't many available, and you will need to find NBC adapter lids for your canteens, but in a recent test, we found that without such a tube, you may dehydrate very quickly. The important thing to do, however, is to get SOME kind of mask.

13. POTASSIUM IODATE. A minimum of 2 week supply (170mg/day). Most bottles come with a full month supply. These will keep your thyroid from shutting down on you. Potassium Iodide (and Potassium Iodate, KIO₃) will provide a very high level of thyroid

protection, taken in time, for the specific radio-isotopes of iodine, which causes the majority of health concerns downwind from a nuclear emergency. (And, is the reason most all developed countries have stockpiled it.)

14. SIDEARM. There are many to choose from. This must also be in a military-grade caliber (9mm, .45, .40) and you will also need a holster. Handguns/sidearms are not long range weapons. They are for close quarter use or as a back-up.

There are pluses and minuses to the different calibers. For example the 9mm has less hitting power than the .45 but you can usually get bigger magazines for the 9mm which in turn means less reloading of magazines. Again this is a personal choice.

If you are uncertain which to choose, ask your fellow militia men and women. See if they will let you try theirs before you drop a few hundred dollars.

15. 40 ROUNDS OF AMMUNITION FOR SIDEARM. These must be in magazines and no loose ammo.

16. SEMI-AUTOMATIC RIFLE. At level 2 we now restrict the options for your MBR (Main Battle Rifle). A bolt action rifle is great for starters but you have many limitations. The calibers accepted for your MBR are the 7.62x39, .223, .308, and the 30-06 (in that order of preference). By standardizing our ammunition and rifles we become a well oiled machine.

17. ADDITIONAL 100 ROUNDS FOR RIFLE. Now that you are more proficient in your skills you will last longer in the field will need to be able take on missions and be a team leader.

18. ADDITIONAL QUART OF WATER. Extra water is always good and helps you to be self sufficient longer.

19. 1 MORE CAMOUFLAGE UNIFORM. You may need to change clothes due to sweating, swimming or other water saturation. Remember we live in Michigan and the weather changes frequently and we need to be able to adapt.

20. EXTRA SOCKS AND UNDERWEAR. Socks should be wool, and they should be pre-powdered and stored in a zip-lock baggie. You should keep one extra pair in your butt-pack and at least one more in your rucksack. Extra underwear is a necessity to keep from getting a rash in a place you don't want.

21. ADDITIONAL ITEMS TO FIRST-AID KIT. A CPR mask and an airway opener. You also need to know how to use these items and to be able to size someone with an airway opener.

22. SECOND FULL DAY WORTH OF FOOD. At this level you are expected to be able to sustain yourself in the field for up to 48 hours without assistance.

Level 2 Abilities:

A. Camouflage self and equipment. Considering your environment, use whatever camouflage material you have on hand, and also using local foliage, with the property owner's permission, you must camouflage yourself and equipment. You must attempt to break up the natural outlines of the human shape, and hide your face and hands, while blending in with your environment. Pay attention to any shiny or brightly colored gear that you may be wearing. Hide or cover this gear. Shiny metal surfaces should be painted or taped over. Your fellow militia persons will judge this. In combat, if you are visible, then your whole unit should be considered to be visible as well. Take this skill seriously.

B. Construct a field-expedient shelter or lean-to. You can stretch your poncho out between some trees, or use branches to construct a lean to. You must be willing to sleep in or under this shelter in even inclement weather. By simply coming to the field with local militia people, especially in any season except summer, when most militia persons bring tents to keep the bugs away, you can see a variety of field expedient shelters. The more you do this, the better and faster you will become.

C. Execute a series (no less than four) of 3-5 second rushes, using cover and concealment, over a distance of not less than 50 yards. At the end of each rush, you will take cover in a prone position. You will then get up in a quick manner, at combat speed, and conduct your subsequent rushes, until you have covered no less than 50 yards. The terrain and other factors will determine the actual length of your rushes, as will your ability to move quickly. If, after 5 seconds of rushing, you are unable to find cover and/or concealment, then simply hit the ground, execute a combat roll to either side, and get up and proceed with another rush. (This would be as if you were rushing across an open area).

Not only will this tire you (especially when told to "do it again"), but here you will find out if any of your gear is secured poorly. You will be judged by someone who is watching your approach. When you hit the dirt, ideally, you should no longer be visible. Your rushes should be no longer than five seconds, because by that time, someone can obtain a good sight picture of you and squeeze off a shot. This is something that you should practice, getting up and down. Come to some training to practice this, and you will get some free critique on this, whether asked for or not.

D. Complete a THREE mile walk with all Level One and Two gear in less than 1hr 15min. More time and a slower pace than the Level One walk, but another mile longer, with more stuff. This will test your endurance and willpower more than it will test your speed.

E. Hit 10 out of 10 shots on a 9 inch target from 100 yards using a field expedient position, within 4 minutes with your rifle. You may use anything you have carried on your Level 2 walk. There will be no coaching allowed during your shot string, but you may be coached between attempts. You get three attempts for the shooting.

F. Start a fire with only your level two gear and keep it going for a minimum of ten minutes. This sounds easier than it is. This is a technique that takes practice just like any other skill. There are many factors to figure in like outside temperature, wind, rain, wet fuel, etc.

G. Chemically purify a quart of water and drink half of it. Yum. It's better to know now what to expect, so you are prepared when this is the only safe water to consume.

H. Determine an azimuth to a specific point and calculate the back azimuth. It's good to know where you are going, but can be even more important to know how to get back where you came from.

I. Identify map symbols and features.

J. Measure distance on a map, both by road and by foot/car. Sometimes the distance can make a big difference when you figure in hills, rivers, etc.

K. Orient a map.

L. Determine direction without a compass.

M. Hit 8 out of 10 shots on a 9 inch target at 10 yards with primary sidearm. With sidearm that you took on your walk/run place 8 out of 10 shots into a 9" target at 10 yards. No bench rests will be allowed, and there will be no coaching while you are firing your 10 round string. You will be required to complete this within 5 minutes.

A total of three attempts will be allowed per training session. Following your first attempt, you are free to request a critique of your shooting.

N. Field strip sidearm for cleaning. You will need to do a complete breakdown for proper cleaning and reassemble your sidearm.

O. Identify two edible and two poisonous plants in the field. It's good to know what you can and can't eat in an emergency situation. This is a minimum, the more you know the better prepared you are. A basic knowledge of this can mean a world of difference in the right situations.