

MILITIA EQUIPMENT AND GEAR

SUPPLY / LOGISTICS

The Supply Branch supports the unit by procuring and delivering needed equipment and provisions. They may also be used as messengers between the CO and the tactical\support teams, or as truck drivers and other people involved in the transport of men and materiel.

Logistical re-supply is a particularly important consideration for all mobile units and for protracted emergencies. Each unit should plan and provide for storage and independent caches of the following: food, fuel, clothing, boots, shelter, medical equipment, combat equipment, arms, ammunition, and communications equipment.

Equipment

1st, 2nd, and 3rd line gear

1st Line is what you carry on you, or in your Battle Dress Uniform (BDU) pockets (compass, TP, knife, in a holster.

2nd Line is the above plus your HOME DEFENSE rifle, web gear/vest, butt pack, mag pouches, etc.

3rd Line is all the above plus your full pack w/sleeping bag (aka, “72 hour gear”)

Note: This is not a list of required gear, but you should try to equip yourself as well as your wallet will allow. Remember, you're staking your life on this gear!

Rifle:

Should be semi-auto, but rule number one of a gun fight is: "Have a Gun." Should be of a common caliber e.g., 7.62x39, .223/556, .308win.

Military surplus are also perfectly acceptable, but you should bear in mind that ammunition may well become scarce, and 8 mm and .303Br it should be well stocked if you opt for one of these calibers. Also, remember one of the great lessons learned by the south in the War Between the States... “Live off the land, resupply off the enemy”. I don't think our enemies will be shooting .300 Win Mag.

Sidearm:

If you choose a secondary weapon, it should be of a major caliber: 9mm, .40S&W, or .45acp for semi-autos, and .38spl/.357mag for revolvers are going to be the most common. Be sure to choose a reliable handgun with a well established reputation. A 1911, 92FS, Glock, or S&W would serve you well (as would many others).

Ammunition:

You should carry as much ammunition as you can comfortably bear. Obviously, weight will be a concern, and while .308 win has more punch than .223 rem, you will not be able to carry as much of it. Most folks will carry about 200-300 rounds on their combat load. If you opt for a sidearm, you should have at least 3-5 magazines (or speed-loaders) for your sidearm in your 72 hour kit.

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Weapons Cleaning Gear:

For obvious reasons. If you don't keep it clean, it ain't gonna work.



Spare Rifle/Pistol Parts

The loudest sound on the battlefield is not a bomb going off or the belch of a machine-gun, but the unmistakable "click" of a trigger being pulled, followed by silence. Carry spare parts.

LBE /LBV- (Load Bearing Equipment Load Bearing Vest)

LBE/LBV is what you use to carry the stuff you can't do without, but is not your pack.

Generally, it will consist of a tactical vest, and you will attach your magazine pouches, canteens, or camelback, first aid pouch/IFAK, sidearm, etc., or a mil-spec belt with suspenders with a similar configuration.

You can opt for the USGI issued pistol belt and H/Y Harness or the USGI load bearing vest. There are a multitude of different types of vests, harnesses, and the like (too many to list here). Basically, you need something to carry the gear that you need to have immediately on hand and still keep your hands free.



Load Bearing Vest



H Harness



Y Harness

Pack

You may well be on the move for a while, so you will need to have something to carry your equipment (that isn't on your LBE). Most folks use the USGI A.L.I.C.E. (All Purpose Individual Carrying Equipment) pack or the new MOLLE pack. A "Real Tree" (or equivalent hunting gear) day pack will work until you trade up.

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Alice Pack and Frame

Boots

Be good to your feet and they'll be good to you. Uncle Sugar spends millions of dollars to figure out what boot is best (for the smallest amount of money) He knows full well that if his fighter's feet are fubar (say that 5 times fast) they simply can't fight.

Having said that, any boot worn by our combat troops will be more than sufficient. Don't expect to last very long if you plan to fight in a pair of sneakers. Go get a good pair of boots, and don't skimp.

Water

Without it you're dead in 3 days, it is that simple. You absolutely must have water purification tablets. Plus, you'll need something to carry it in. USGI canteens can be had for less than \$5 each, they hold 1 quart, and you can normally fit two canteen pouches on your LBE along with all of your other gear (and they have a neat little pocket on the pouch made especially for the little water purification pill bottle or Life Stick Water filter).

Two quart canteens can also be carried or attached to your pack with Molle straps. There are also hydration packs available (Camel Backs). These can be had in a variety of capacities. I have seen them available in sizes up to 72 ounces.

Shelter

Tent and/or sleeping bag. Some may opt to sleep under the stars and save the weight, but if you are in a harsh climate like the high desert, a hooch (tent) will keep you from getting baked (it can be used as a lean-to during the day to provide shade) or in the north during the long cold winters, a decent sleeping bag will keep you from getting frostbite or hypothermia. To conserve weight in your ruck, two men can share a sleeping bag (sleeping in shifts). Also, Mil-issue "pup tents" can be split between soldiers (each carries one shelter half w/ poles).

Food

You should have at least a 3 day supply in your 72 hour assault pack. MREs are expensive, but they will last a long time. You can save space by breaking open the MRE and tightly wrapping the contents into a smaller package. But keep the heavy plastic bag. It has a multitude of uses (including as a dressing for a sucking chest wound). Canned food is cheaper, but heavier than an MRE. Another option is Coast guard survival rations.

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A three day supply of food is about the size of one MRE, but they have nowhere near the calorie content. They taste like a sugar cookie, and you need about a quart of water to wash down one ration, but they will keep you alive.

Uniform

The Assembly Militia standard uniform shall be the military-style Combat Uniform in woodland, desert, Multi-Cam or A-TACS camo pattern.

When your unit chooses its uniform camo pattern, make sure it's for these three reasons. The color scheme matches you're AO (area of operations) they are plentiful at surplus stores, gun shows and on-line sellers.

The U.S. Army and National Guard who wore the ACU digital camo pattern, are now switching to the "Multi-Cam"-like uniform, so make sure you wear your Assembly state patch, Civil Peace Flag, and name tag,

Field Jacket & Liner:

The most common is the USGI M65 field jacket, it is available in woodland and desert camo pattern. If you've got the cash, you may want to look at the Gortex versions of the jackets. The M65 with the liner will keep you quite warm, the Gortex will do the same and keep you dry at the same time.

Knife

For Combat purposes this should be of the fixed blade variety, not a folder. A 5" blade seems to be the unspoken standard. The USMC issued K-BAR fills this requirement and is relatively inexpensive.

Map and Compass

Preferably the lensatic, military style with some manner of luminous dial. Along with a compass you should have topographical maps of your Area of Operations (AO) and surrounding areas, and a copy of the "Map Reading and Land Navigation" Army field manual". Another option is the Silva Ranger Compass.



Lensatic Compass



Silva Ranger Compass

Entrenching Tool

An E-Tool, if you don't know, is a shovel. They are available at any camping store or military surplus outlet. Some have said, "If you buy from a military surplus store, opt for the more current tri-folder, versus the WWII style with the wooden handle.

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The tri-folders are more compact and lighter. The “tri-folds” are more compact and have that nice handle for digging. However, the old style are sturdier and can be used as a weapon (thrown, hacking). Study WWI trench warfare, the straight handled shovel is an indispensable backup weapon.



Entrenching Tool

Flashlight:

Any size or style, just make sure that it has a second red colored lens to use at night in tactical situations (reading a map); under a poncho, of course. Remember, even a red lens covered flashlight lights up like a Christmas tree in Night Vision Goggles.

First Aid Kit:

You should have a combat field dressing, in a small first aid/compass pouch attached to your suspenders or vest on the left shoulder.

Also, you need an Individual First Aid Kit attached to your LBE/LBV. Ready-made IFAK kits are available at most camping stores, and surplus shops.

These should contain:

1. Pouch: attachable to web gear and conspicuously marked.
2. Compression bandages 1 minimum.
3. Assortment of bandages for minor wounds.
4. Tourniquet.
5. Tape (Heavy).
6. Pain medication, OTC.

These are minimum requirements for a basic IFAK. You may include other items as you need, such as needed medications and other items you feel may be beneficial.

Other items for consideration are:

1. Decompression needle.
2. IV starter kit w/ catheter needle 14Ga.
3. Blood stopping agents.
4. Suture kit small

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Individual First Aid Kit (IFAK)

Cold/Wet Weather Gear:

For the cold, you'll want to be sure you have some decent long johns to wear under your uniform, along with a good pair of wool or polypropylene socks to keep your feet warm and dry.

For wet weather, you'll need a poncho, preferably two (one in your ruck and one under your butt pack with a poncho liner). If you have the money, you may want to look at the Gortex parka and pant sets.

Hygiene Gear

Ya' gotta keep clean, otherwise you are going to come down with nasty diseases and infection; soap, razors, shaving crème, toothpaste, toothbrush, etc. These are not optional things that are nice to have on hand, they are essential pieces of gear that you absolutely must have in order to fulfill the mission. Helpful hint: Take a roll of TP, pull out the cardboard tube, then flatten and stuff into a zip lock sandwich bag. Dispense by pulling tissue from the center of the roll.

Helmet

Kevlar or steel pot, worth its weight in gold. Get one. (FYI... the Kevlar helmet will better protect you noggin', but you can't use it as a shaving/wash basin).

30 Day Food Supply

Hopefully you will have a base of operations because there is no way you are going to be able to carry a 30 day food supply on your back. Same as the 3 day supply for your 72 hour kit, it should be nonperishable, nothing that requires refrigeration.

Ammo Cache

1,000 rounds for your personal weapon. You should have as much as you can afford, and keep adding to it whenever your budget permits. If you opt for a sidearm, you should keep plenty of ammo on hand for that, too. 200 rounds is a good start.

Binoculars

Admit it, your eyes aren't as good as you think they are. You need a good set of Binos to be able to identify friend from Foe at a distance. Steiner are probably the best you can get, but you can get a decent set of 10x50's from the "Big Box" or similar stores for less than \$60.

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Body Armor and Carrier

Body armor is worth its weight in gold for obvious reasons. Unfortunately, it weighs about as much, too. So, there's a trade-off. (Protection vs. mobility)



GPS

GPS (Global Positioning System) is a piece of electronic gear that uses satellites to triangulate your position on the Earth. Since it is electronic, it is not foolproof, and does not replace your compass and topo maps.

Water Filtration System

If you are pulling your water from a river and not your kitchen spigot, you need some way to get all of the unknown nasties out of it.



Straw Filter



Water Treatment



Water Filter

Night Vision Goggles (NVGs)

If you decide to buy night vision equipment, be it goggles, or rifle scopes, don't skimp. Be sure to get the next generation technology. 1st generation plain ol' sucks, 2nd generation isn't much better, but the next generations actually works.

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Monocular

Dog Tags:

ID tags will be standard military-style worn on a chain around the neck. If you feel so inclined, one tag may be worn on the neck chain, the other one tied underneath the bootlaces of the right boot.

Information on the tag should include:

- Last name, first name and middle initial (one or two lines)
- The word “MILITIA” followed by your unit number/state#
- Develop a “Assembly Unit Numbering System”. Ex: Company 1, 2, & 3; Platoon Alpha, Bravo, Charlie; “Company 1, Alpha Platoon”
- Blood type
- Religious affiliation if any