MICHIGAN MILITIA CORPS WOLVERINES (MMCW) LEVEL 2 A CITIZENS GUIDE TO INDIVIDUAL TACTICAL READINESS

Basic Equipment: (in addition to level one equipment)
1) 550 cord or parachute-cord, at least 100 feet.
2) Waterproof matches.
3) Mini binoculars/monocular
4) Knife sharpening stone.
5) Sewing kit.
6) Sidearm.
7) 40 rounds of ammunition for sidearm.
8) Semi-automatic rifle.
9) Additional 100 round s for rifle (200 rounds total).
10) Additional quart of water (2 quarts total).
11) Extra socks and underwear.
12) Additional items to first-aid kit.
13) Second full day worth of food.
Basic Abilities:
A) Camouflage self and equipment. Evaluation by peers.
B) Construct a field-expedient shelter, using only Level 1-2 gear.
C) Complete a THREE mile walk with all of your Level One and Two gear in less than 1hr 15min.

D) Be First-Aid and CPR trained.
E) Start a fire with only your level two gear and keep it going for a minimum of ten minutes.
F) Chemically or mechanically purify a quart of water and drink it.
G) Movement formation and techniques
H) Basic Hand/Arm Signals
I) Basic Radio Protocol
J) Determine an azimuth to a specific point and calculate the back azimuth.
K) Identify map symbols and features.
L) Measure distance on a map.
M) Orient a map.
N) Determine direction without a compass.
O) 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.
P) 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.
Q) Field strip sidearm for cleaning.
R) Identify two edible and two poisonous plants in the field.
S) You have 60 days from the time you start your qualification to complete it. Otherwise you must start over.
T) Once you are qualified at any level, you will maintain that position as long as you remain on "Active" status.

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. 100 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. You can carry heavier rope, and indeed, someone in your team or squad should have a 120' rope with them.
- 2. 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.
- 3. MINI BINOCULARS/MONOCULAR. 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.
- 4. KNIFE SHARPENING STONE. A dull knife is a bad thing. These take very little room and are very light.
- 5. 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.
- 6. 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. Handgun/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 t his 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.

- 7. 40 ROUNDS OF AMMUNITION FOR SIDEARM. These must be in magazines and no loose ammo.
- 8. 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.

- 9. 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.
- 10. ADDITIONAL QUART OF WATER. Extra water is always good and helps you to be self sufficient longer.
- 11. 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.
- 12. 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.
- 13. 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. 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. D. Be First-Aid and CPR trained. This is to make sure we have our bases covered in case of an emergency. You do not have to have a current certification, you just have to have taken a class on it so that you know what to do in an emergency. Many people have been through a class for their job. We hold periodic medic trainings to refresh everyone on what to do in certain situations.

- E. 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.
- F. Chemically or mechanically purify a quart of water and drink it. Yum. Its better to know now what to expect so you are prepared when this is the only safe water to consume.
- **G. Movement Formation and techniques.** The standard formations for movement that we use are the file, wedge, line, and column formations. You must show that you know what each one is and the role of each person in those formations.
- **H Basic Hand/Arm signals.** We use hand and arm signals to communicate silently. There are times when using a radio or verbally communicating can be detrimental.
- **I. Basic Radio Protocol.** Communications within and between small units is critical to mission success. It is important to understand some very basic rules and procedures for operating a radio or other piece of communication equipment.
- **J. Determine an azimuth to a specific point and calculate the back azimuth.** It's good to k now where you are going, but can be even more important to know how to get back where you came from.
- K. Identify map symbols and features.
- **L. Measure distance on a map**. Sometimes the distance can make a big difference when you figure in hills, rivers, etc.
- M. Orient a map.
- N. Determine direction without a compass.
- O. 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.
- P. 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" tar get 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.

- **Q. Field strip sidearm for cleaning.** You will need to do a complete breakdown for proper cleaning and reassemble your sidearm.
- **R. 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.

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