

"The racist dog policeman must withdraw immediately from our communities, cease their wanton murder and brutality and torture of black people, or face the wrath of the armed people."
Huey P. Newton
Minister of Defense

ARMAMENT INFORMATION

Every Black Panther Party Member must have a functional piece and at least one thousand rounds of ammo. Every Panther in training must acquire a piece within their six week training period. All Party members who do not have a piece are on one month's suspension and they must acquire a piece or they will be expelled from the party. Huey P. Newton says:

45 will stop all jive,
00 buck shot will down the cop,
p 38 will open prison gate;
357 will win us our heaven,
If you don't believe in lead,
You're already DEAD.

Huey P. Newton
Minister of Defense B.P.P.

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1. **HANDGUNS:** These are to be used for close range targets only (0-25 yds.). It should be understood that hand guns are to be used for defensive purposes only, and then only if you do not have a rifle. It takes continuous practice to be able to shoot accurately with handguns. Another thing that must be taken into consideration is whether to get a revolver or an automatic. Revolvers tend to be more reliable than automatics and don't jam as easily, however they are slower in firing. The choice is up to the individual, however steps should be taken to insure that the same caliber of weapons be bought to make ammo supply simpler.

A. Suicide specials:

1. All 22's (with the exception of the 22 Mag.). Save these for target practice.
2. 25 auto. There is a devil currently in S.F. walking around with five of these shells in his head.
3. 32 cal. auto. Just enough power to kill a squirrel.
4. 380 auto. See above.
5. 38 short. (These are little better than the before-mentioned and should be disposed of).

- B. Even Steven: All the following are acceptable pieces. The 9mm and the 33 special, with armor piercing rounds, will pierce a bullet proof vest.
1. 38 special
 2. P38 Auto.
 3. 9mm (German lugers, Astras, 14 shot Brownings)
 4. 45 cal. auto.

- C. Balance of Power: Armed with any of the following pieces, the teaching of Huey P. Newton, and the correct military tactics, you will be more than a match for the pig.
1. 357 Mag. (this piece will crack an engine block on a car when loaded with armor piercing.)
 2. 41 Mag.
 3. 44 Mag.

2. SHOTGUNS AND RIFLES: (bolt action, pump, and semi-automatic.) When acquiring rifles the military surplus or military style weapon is preferred due to the ease in which they can be taken apart for maintenance and cleaning and simplicity of operation. Other factors that should be taken into consideration are repair parts and ammo. Odd Cal. weapons must be discouraged and stress should be placed on getting the cal. of weapons that the pigs will have ammo for.

- A. Suicide specials (little more effective than being hit by a fly):
1. 22 rifles (except the 22-250, .223, 22 Mag.)
 2. .410 Shotgun (this is a shotgun in name only as far as we are concerned. It shoots a shot about the size of babes.)

3. SHOTGUNS: Most effective short range weapon rapid fire can produce machine gun effect. Automatics have been known to jam badly. A 6 or 7 shot 12 guage pump is very effective. Only double 0 Buckshot or rifled slugs should be used.

- A. Short Barrels-----use GCM
1. 20 inches - 24 inches effective up to 75 yards (3/4 block).
 2. 18 inches - shortest legal length that can be bought in gun store.
 3. Sawed off - very effective for ripping off and close combat (0 - 25 yds; 1/2 block).

- B. Long Barrels-----OOB or Rifled slugs
1. 26-28 inches: Range 100 yds (1 block)
 2. 28-32 inches: Goose guns effective up to 1 1/2 blocks.

4. RIFLES: Here we stress military type over civilian type. The military have a larger magazine capacity and hold more shells.

A. Bolt Actions: These should be equipped with scopes and used for special purpose weapons.

1. 303 British: Very popular piece. Cost about \$40. Very good long range (0-500 yds; 5 blocks).
2. 30-06: There are some of these around. The cost is about the same as the 303. The ammo is one of the easiest types to get plus the national guard still uses this type of ammo.
3. Heavy Calibers: 300 mag., 375 mag. and other high powered rifles. These will stop anything that walks the earth. And should be gotten equipped with good scopes and put in the hands of specially trained personnel.
4. Odd Calibers: 7.7mm jap, 7mm moiscer, 6mm, 8mm, etc. These should be avoided because of the difficulty in resupply of ammo that will occur during prolonged struggle.

B. Semi-Auto: The availability, large magazine capacity and fire power of these weapons and their relatively cheap cost make these weapons ideal for our purposes.

1. 30 Cal M-1 Carbine: The small size of this piece makes it ideal for ripping and close-in combat. However it will not pierce a bullet proof vest. The effective range is 0-300 yds. It uses a 15 and a 30 rd magazine and sells for about \$80-\$90.
2. 30 Cal M-1 Garand: This weapon fires the standard 30-06 ammo and with armor piercing bullets will pierce a bullet proof vest. Cost about \$89-\$99. It uses an 8 rd clip. Effective range 0-500 yds. (5 blocks).
3. F.N. Assault: This is a 30-06 that was developed shortly after W.W. II. It is said to be the best 30-06 ever produced. It uses a 10 rd magazine that is loaded from the top. Effective range 0-900 yds. Will pierce a vest. Cost \$89-\$99.
4. Santa Fe Trooper M-59: This weapon is about the size of a carbine. It uses 308 ammo known as 7.62 nato ammunition, which is the same as the M-14 that the Marines, U.S. Army and some National Guard Units have. Ammo resupply is not hard and

the ammo is lighter than the 30-06. It uses either an 8 rd or 20 rd magazine and can be stripper loaded from the top. Cost about \$89-\$99.

5. AR-15 (2.23): This weapon is the civilian model of the army's M-16 used in Viet Nam. The only difference is that this one is semi-auto while the army's can be tuned to full auto. It weighs only 6½ pounds. It uses a 20 rd magazine and can be modified so as to fire fully auto. Due to the lightness of the ammo large quantities can be carried. These weapons can be utilized as machine guns but care must be taken so as not to burn up the barrel, or jam the rifle. The cost of this weapon was \$215, but has rocketed up to \$325. If one utilizes the magic words, however, the money obstacle can be overcome almost any night.

5. HEAVY EQUIPMENT:

A. Cannons: Can be bought. However, first a book on cannons should be bought and read so that you will know what to look for.

B. Mortars: These can also be bought. The ammo, however, will have to be hand manufactured.

C. Machine Guns: Very effective and useful. Whenever possible they should be acquired and people trained on firing, upkeep and repair.

D. Grenades:

1. Military: Get all you can. These are useful against people and enclosed spaces (inside rooms, tanks, etc.).

2. Home Made: TNT, PIPE and FUSE.

6. BOOBY TRAPS: Enough importance cannot be placed on these. They completely unnerve the enemy. Anything can be booby trapped. A light fixture can be made to explode using electric booby traps. Use your imagination here...If every porch and doorway and toilet and walk way was booby trapped, that would eliminate house-to-house searches.

NOTE: Gunpowder that is used for reloading will not explode. For making grenades and booby traps either TNT, dynamite or Black Powder must be used.