

Assembly Militia Standards and Principles

Mission Statement

Assembly members of the unorganized militia shall ever stand for Peace, as have our forefathers before us, first to Family, God, from whom we acknowledge the Authority of all Rights, and all the blessings of our native states.

Defend the unalienable God-given rights of all Americans, regardless of race, sex or national origin, as is expressed in our Declaration of Independence, 1776 Constitution..

To promote and defend the principles of our Republic bequeathed to us by our Forefathers, as history has shown that the greatest system of checks and balances exists with the people and their states to check the powers accrued by the federal government.

That all power is inherent in the people, and all free governments are founded on their authority, and instituted for their Life, Liberty, and Property. For the advancement of those ends they have at all times an unalienable and indefeasible right to correct, alter, reform, or abolish and replace the government in such manner as they may think proper and legal.

That a just government is servant of the people who have instituted it; that the people should never by force, nor coercion, be obliged to anything styled as "law" nor any as may be promulgated by them to bear conflict to the rights of the people, so that no government shall be made master of the people.

Promote and propagate the militia as a well-regulated (trained and prepared) organization, knowledgeable in historical precedent and current affairs, that is composed of State Nationals.

Develop a cohesive and competent command structure.

Train our members in the many disciplines necessary to the function of the militias a whole, and to the members individually.

Educate our members in areas of history, law and principle as compiled in the experience and records of our forefathers.

To keep militia members informed of our events local, state, national and global that threaten to imperil our traditional Constitutional rights, or such as may imperil our Republic by the undue influence of those who have forsaken their loyalty to our Republic, and to the principles upon which it was founded.

By preparing and training for defense and by our encouraging and showing reason why all Americans should stand stoutly against socialism, fascism, communism, humanism, and all forms of tyranny.

Supporting and assisting the appropriate Constitutional Sheriffs, Continental Marshals and Emergency Services in upholding and maintaining law and order in accordance with such local, state, and federal statutes and laws that do not present jeopardy to our God-given rights as acknowledged in the Declaration of Independence and 1776 U.S. Constitution.

Duty / Code of Conduct

1. I am an American State National of my State serving in the unorganized militia. I am prepared to guard and protect; My Family, Assembly, County, and State.

2. I will keep and maintain the uniform, equipment, and personal weaponry necessary to perform the duties prescribed for the militia.

3. I will never forget that I am a State National of my State, and these United States. I am responsible for my actions and dedicated to the principles that made this country free.

4. I will strive to lead an exemplary life and never, by action or statement, or actions bring discredit to my family, the Assembly, Militia, or my Country.

5. In all cases I shall endeavor to inform and urge all Americans to return to the Land and Soil and our Constitutional Republic our forefathers envisioned.

6. I will stand by, or come to the aid of, my brothers and sisters of the Assemblies, with whatever means necessary and without question; to ensure due process of law and safety and protection of Assembly members.

7. I will never misuse my position in the militia for financial or personal gain; nor will I engage in any activity subversive to the Assembly or Militia.

Fully Populated Militia Rank Structure

The organization of rank levels in the State Assembly Militia's shall be a slightly modified and streamlined version of the U.S. military structure.

ENLISTED RANKS – *(1-5 are assigned by Command based on experience or prior military service. First Sergeant and above are voted upon by Assemblies.*

1. ***Private*** – *Lowest rank: a trainee who's starting Basic Militia Training. Primary role is to carry out orders issued to them to the best of his/her ability. Building block of the Three Man Team.*

2. ***Corporal*** – *The base of the Non-Commissioned Officer (NCO) ranks. CPLs serve as team leader of the basic militia unit, the Three Man Team. Like SGTs, they are responsible for individual training, personal appearance of soldiers. Privates are promoted to this level after one year or earlier by request of superior. Recruit can begin at this level with experience or prior military training.*

3. ***Sergeant*** – *Considered to have the greatest impact on soldiers because SGTs oversee their daily tasks. Responsible for individual training, personal appearance and cleanliness of soldiers. In short, SGTs set an example and the standard for Privates to look up to, and live up to. Leader of a Squad (2 three-man teams, 7 militiamen total). Recruit can begin at this level with experience or prior military training.*

4. ***Staff Sergeant*** – *Leader of a Platoon. Responsible for developing, maintaining and utilizing the full range of his soldiers' potential. Recruit can begin at this level with experience or prior military training.*

5. ***First Sergeant*** – *Senior NCO and Operations/Training Officer of the Battalion. Oversees all training within the Battalion. He coordinates with the S-2 and is the key assistant and adviser to the Commanding Officer in operational planning.*

6. ***Sergeant Major*** – *Senior NCO and Operations Officer of the Assembly. Senior NCO of the Assembly for the State. Assistant to the Militia Commander. He oversees all NCO's within the Assembly. Responsible for enforcement of training doctrine. He is the senior NCO and Operations Officer*

OFFICERS RANKS –All officer ranks voted upon by the men under their command; battalion membership vote for their Command Staff; combined unit Command Staffs vote for higher ranks)

1. **Lieutenant** -The entry-level rank for officers. Leads platoon-size elements May be selected to be Company Executive Officer (XO).

2. **Captain** -Commands and coordinates the County Militia. Consist of three platoons, the company Staff SGT and radio man.

3. **Major** -Serves as XO for the State Militia. .

4. **Colonel** -Serves as Commanding Officer for the State Militia. (Also rank held by State Liaison Officer appointed by the 4th Continental Congress to help coordinate LF units in a state.)

Unit Structure Team

-The Three Man Team is the basic building block of the Assembly Militia. It consists of two Privates led by a Corporal. (3 men)

-**SQUAD** (County) -A Squad consists of two Teams, led by a Sergeant. (7 men)

-**PLATOON** (County) -A Platoon is made up of three Squads; led by a Staff Sergeant, with a radio man.

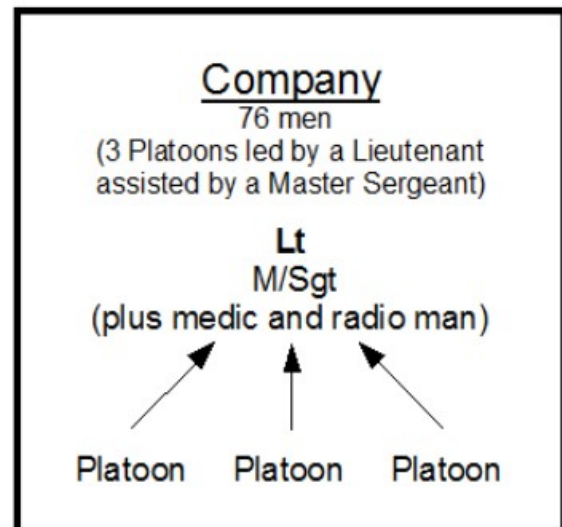
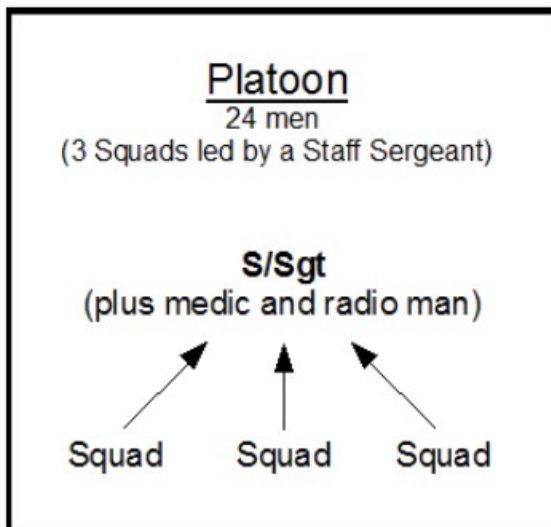
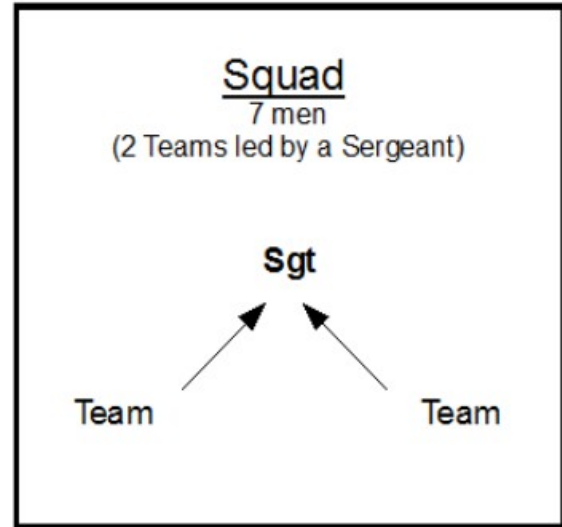
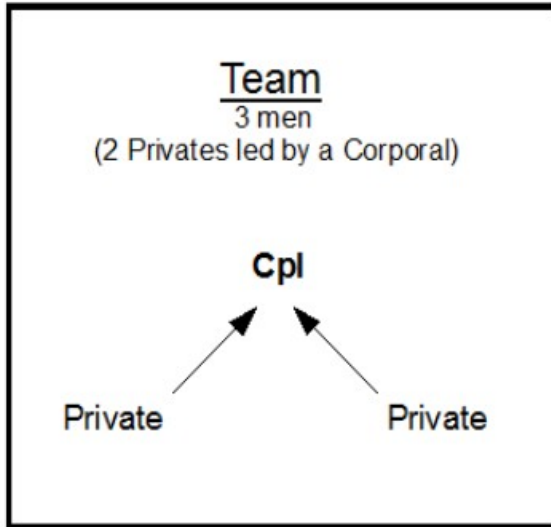
-**COMPANY** (County) -Three Platoons make up a Company; led by a Lieutenant, assisted by the Company Master Sergeant, with a radio man.

-**BATTALION** (County)-A Battalion consists of three Companies; led by a Captain, with a Command Staff.

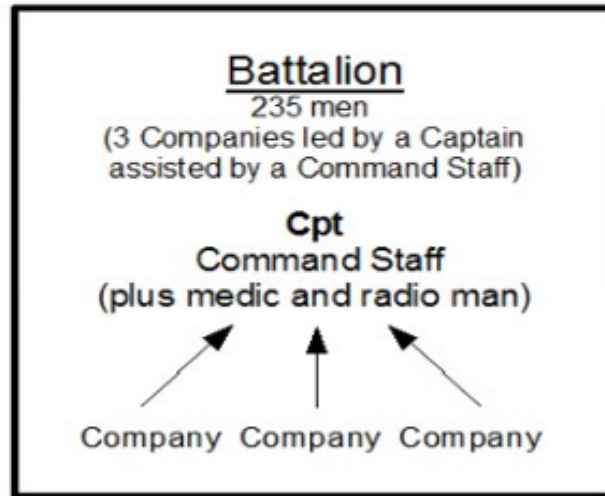
-**REGIMENT** (State)-A Regiment consists of all county Battalions; led by a Colonel, with a Command Staff.

Unit Structure

The 3-Man Team is the basic building block of the Militia unit.



As the 3-Man Team is the basic building block of the unit, so then the Battalion (county) is the basic building block of the State Militia.



*The **Command Staff** is the leadership of the State Militia and provides planning, training and issues orders to be carried out by the individual teams.*

***Initial organizational objectives:** The CS meets once a month to*

- 1. Establish a working relationship between other counties.*
- 2. Establish local and county-wide Rapid Alert System (security, intelligence, and communications, and emergency services).*
- 3. Organize logistical and administrative services.*
- 4. Institute training programs.*
- 5. Recruitment.*

The Command Staff's responsibilities includes:

Dissemination of Assembly principles and ideology to the rank and file.

- 1. Development and dissemination of training material and methods to be used within the individual teams.*
- 2. Development and security of tactical and strategic contingency plans for implementation by the tactical and emergency medical teams, Coordination of the various units.*
- 3. Development and operation of public relations within the community.*

Battalion Command Staff includes

-XO, Lieutenant -S-1 Executive Officer ➤

-2nd in Command.

-Disseminates written communication (orders) to subordinate units.

-Handles administrative duties and forms.

Lieutenant -S-2 Intelligence / Communications Officer

- Maintains and administers the Rapid Alert System.*
- Supervises the counterintelligence program and operational security Systems.*
- Maintains the security of encoding/decoding systems.*
- Supervises intelligence gathering activities.*
- Analyzes and reports intelligence information.*

First Sergeant -S-3 Operations / Training Officer

- Establishes and enforces training standards.*
- Tailors training to specific mission goals.*
- Coordinates with the Intelligence Officer and develops the Threat Assessment Folder.*
- Planning of Community Support operations under CO's directions.*

Master Sergeant -S-4 Supply / Logistics Officer

- Responsible for the acquisition and accountability of all supplies and materiel.*
- Supervises all logistical support activities including: transport, evacuation, and medical, supply service and management.*

Lieutenant -S-5 Liaison Officer

- Serves as Public Relations Officer (liaison with county sheriff, local officials and news media).*
- Coordinates all interactions between the unit and the public (interviews, public forums, "militia open house" events, canned food drives, etc.).*

Command Staff ranks for higher units

- *Regiment –S-1 = Captain, S-2 = Captain, S-3 = Lieutenant, S-4 = First Sgt, S-5 = Captain*
- *Brigade –S-1 = Major, S-2 = Major, S-3 = Captain, S-4 = Lieutenant, S-5 =*
- *Major Field Force –S-1 = Colonel, S-2 = Colonel, S-3 = Major, S-4 = Captain, S-5 = Colonel*

SUPPLY / LOGISTICS

-The Supply Team 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 personnel involved in the transport of men and materiel.

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.

RELIGIOUS SUPPORT

-Chaplains are to the militias Bibles are to Christians. They provide the necessary guidance and direction as it concerns our relationship with our Father in heaven.

-They perform services in the field, and lead prayers at public events. They can be relied upon to give a word of advice, a sympathetic ear, or a strong shoulder, depending on your need.

-Each Battalion should have a Chaplain holding the rank of Lieutenant. They are officers and should be respected as such; but barring an assistant or two, Chaplains do not have command authority over militiamen.

Basic Training Plan

1. The Training Plan is based on the "Core Training Card" concept in support of the battalion's Mission Essential Training List (METL)* requirements. The focus is to prepare all personnel for mobilization. The intent is to provide meaningful training that can be put into immediate use; and to motivate personnel to actively accept greater responsibilities.*

2. The Training Plan will break down the "Core Training Card" into 4 quarterly schedules. Three topics will be routinely taught on a repetitive cycle until the unit reaches 100% training attainment (Shoot, Move and Communicate). Additional training topics are then added.

3. Each unit will conduct a yearly CERT Disaster Drill. All members must commit themselves individually, and in concert with their unit, to learn and master as many basic skills as possible,

4. Including proficiency with your personal firearms (marksmanship, handling, field stripping and cleaning), hand signals, fields of fire, entrenchment, camouflage, cover and concealment, and individual / squad movement.

5. Each unit member is required to complete the mandatory training courses to meet Minimum Mission Essential Training (METL) requirements

. *Core Training Card= is simply a document which tracks the training history of an individual militiaman. It should include the dates of training events attended, as well as if the militiaman passed certain Skill Level tests, and any scores recorded. Included in Appendix II.

*METL (Mission Essential Training List)= Compiled by the training officer in charge of unit training. It includes all individual skills as well as small unit tactics that should be covered during training sessions to ensure unit readiness.

Equipment

Level 1, 2 & 3 gear:

-**Level one** is what you carry on you, or in your BDU pockets (compass, TP, knife, in a holster.

-**Level two** is the above plus your HOME DEFENCE rifle, web gear/vest, butt pack, mag pouches, etc. Level threes 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.

Weapons Cleaning Gear:

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

LBE /LB -V-(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.

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.*

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 Back s). 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.

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-Camor 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 "MultiCam"-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.

Compass

-Preferably the lensatic, military style with some manner of luminous dial. Along with a compass you should have topographical maps of your AO and surrounding areas, and a copy of the "Map Reading and Land Navigation" Army field manual".

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.

-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.

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:*
- 7. Decompression needle.*
- 8. IV starter kit w/ catheter needle 14Ga.*
- 9. Blood stopping agents.*
- 10. Suture kit small*

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 polypro 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 Foat 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.

Body Armor

-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.

Night Vision Equipment

-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.

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.

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".*
- Blood type*
- Religious affiliation, if any*