

EDC

HEADQUARTERS
629TH TANK DESTROYER BATTALION
APO 230, US ARMY

25 January 1945

M-10
SUBJECT: Revision of Basic Load of Ammunition, Mines, and Demolitions.

TO : AT Officer, VII Corps, APO 307, US Army.

1. 3" Gun--25% HVAP, T4; 25% APC, BD; 50% HE. Present amount sufficient. Additional fuzes in the following amounts should be allocated over basic allowances: 300 Fuze, T105, concrete piercing; 60 Fuze, M54, for high burst adjustment when doing indirect fire. Star shell not to exceed 150 rds per Bn also in addition to basic load.

.50 Cal MG ammunition--Cut basic load on armored vehicles to 530 rds. All ammunition to be in metal links as ammunition works loose in cloth belts, causing jams. Also it is not suitable for breaking into loads for the ammunition boxes on the AA mounts.

.30 Cal MG--Present ammunition allowance sufficient. However, metal link belts should be provided to prevent ammunition working out of belts, thus causing jams. Rifle grenades should be eliminated from basic loads of armored vehicles. As crews cannot fight an armored vehicle and a small arm simultaneously. Eliminate AT mines from all armored vehicles and allow Pioneer Platoon 100 AT mines. In static situations these can be drawn as situation requires, above this basic allowance. Allow Pioneer Platoon 75 AP mines.

37mm ammunition--Amount sufficient; ratio should be changed to 50% Cannister, 30% HE, 20% APC.

2. Hand grenades should have included 10% WP grenades. Also a minimum of two grenades per person should be on vehicles for defense of immediate areas.

Reduce rockets to maximum of 4 per vehicle with not over 2 additional in the train.

No rifle grenades are needed.

Pyrotechnic signal to be eliminated.

Present allowance of smoke pots and incendiary grenades sufficient.

3. Demolitions: 100 lbs. of TNT with necessary caps, time and electric, time fuze, and #8 caps and primacord are sufficient for most needs. Additional can be drawn as situation demands.

For the Commanding Officer:

James A. Deer
JAMES A. DEER
Major, FA (TD)
S-3