

General points of the book “Guerilla Air Defense”

1. Passive air defense
 - a. 1st line of defense – Can’t hit what you can’t see
 - i. Aircraft used for infiltration, air assault, troops behind lines, scouting
 - ii. Spy planes – scouting, direct artillery, attacks, mark targets with smoke/flares
 - b. Attack air defense
 - i. Simple, little effort, but big in prevention.
 - ii. Camo
 1. Colors should match environment and on all equipment.
 - a. In Ghaba
 - i. Use camo nets which break up the shape of tents, vehicles, and buildings.
 - ii. Can also use sand over bunkers, plants on roofs and other stuff from the environment.
 - iii. Vehicle windows and mirrors should be covered and vehicle under cover.
 - iv. Use camo clothing or local dress
 - b. In city
 - i. Cars should be just like any other cars.
 - ii. Military vehicles should be covered from the top not to expose the weapons.
 - c. Colors should change as environment and season change.
 2. Movments
 - a. Use routes with most cover even if not easiest or shortest.
 - b. Stop all movements when enemy planes are up.
 - c. Movements at night minimize detection even by night vision and infrared.
 3. Misc other issues
 - a. Light discipline is very important especially at 1st alert.
 - b. Infrared
 - i. Vents needed for tunnels
 - ii. At 1st alert fires should be put out or not used at all.
 - iii. Smokeless fires detectable during day.
 - iv. Extinguished fires can still leave a signal.
 - v. Vehicles used at minimum and cooled when done by any means.
 - vi. No vehicles at night
 - c. Radios
 - i. Can be detected from up.

- b. Use Mass, Mix, Mobility, and Integration
 - i. Mass – Use many weapons choosing certain areas to defend or make an attack.
 - ii. Mix – mix different AA weapons to use together like automatic weapons, manpads, rockets, and heavy AA.
 - iii. Mobility – Should be movable if need to take to an operation or if need to move or retreat.
 - iv. Integration – Multiple teams working together. One starts and gets attention then takes cover as aircraft responds while other group then fires.
 - 1. Heavy AA can force aircraft to move higher where perfect for SAMs.
- c. Air avenues of approach
 - i. Must be studied
 - 1. Follow rivers? Roads?
 - 2. Always use same route?
 - 3. Day or night?
 - ii. Spread AA around camp but put extra in Air approach way.
- d. Guidelines for Air defense deployment
 - i. Balanced fires – spread to cover 360 degrees of protected point
 - ii. Early engagement – Place weapons to hit at earliest point before drops anything as needs to be steady before dropping and can maneuver easier after dropping or get out.
 - iii. Weighted coverage – Place more pressure in most likely avenues of approach.
 - iv. Mutual support – Different weapons to support/cover dead spaces
 - v. Overlapping fires – Air defense weapons should be close so before leaving range enter range of next weapon.
 - vi. Defense in depth – Closer enemy comes, more fire gets.
- e. Anti Aircraft training
 - i. Training on Anti Aircraft weapons and limitations
 - ii. Training on Aircraft abilities
 - iii. Aircraft recognition
 - 1. Wings
 - 2. Engine
 - 3. Fuselage
 - 4. Tail
- f. Effective defense
 - i. Adapt – to conditions of enemy with passive and active defense
 - ii. Adopt – Ghanima weapons and weapons purchased in market
 - iii. Improve – available weapons by whatever technical and tactical innovations available
- g. Flak traps
 - i. Ambushes to lure and destroy enemy crafts
 - ii. Should look non threatening to lure in pilots like a fake camp or a storage facility.

- iii. Shouldn't be too obvious, should still have some camo.
 - iv. Gun positions must be planned well and concealed.
 - v. Goal not to defend but to take out aircraft
 - vi. After operation must leave immediately with a planned insixab.
 - vii. These operations hurt the morale of the enemy.
- h. Helicopter Flak traps
- i. ID possible Landing Zones (LZ) – level space clear of trees
 - ii. Can plant mines in possible LZ
 - iii. Can booby trap
 - iv. Prepare fighting positions around perimeter of LZ in tree line
 - v. Some job to start firing as fowda comes with exploding mines as more fighters come.
 - vi. Mortar and artillery used for maximum damage.
 - vii. Can “hug” the enemy if worried about back up bombing.
- i. RPGs and other anti tank weapons can be used to hit aircraft at low altitude.
- j. Book also goes over various AA weapons and their abilities.

Air Defense plan

First need to implement passive air defense:

Look out posts

Cover paths

Cover difacat

Secret bunkers in each difac

False difac

Covered tank trench

Movements not known

Must relax in covered area

No sleeping in open

Strictly moving in trenches at all times.

Vehicles should be covered so as not to look military from above.

Preparations:

Training on our weapons and tactics

Training on shooting moving airplanes

Training on other AA weapons such as RPG

Briefing on different types of craft and threat each poses.

Plan for loss of telecomm with large supply of batteries

Various plans for tactical retreat based on losses and abilities to get supplies

Procedures:

No unnecessary shooting at aircraft or scouts

Leadership must have various plans of action

Different plans – defense if detected or attack and ambush.

These plans need patience as you don't know exactly when the enemy will appear.

Set up in certain area:

There must be various look out posts with the required binoculars and steps of action.

Identify flight patterns

Set up various positions with various AA weapons including automatic, AA, and SAMs.

Weapons should be moved in during the night and with the most amni.

Coordinate best timing and all weapons fire simultaneously

If post or position of aa weapon exposed must change to new position

Operations:

Ambush helicopters as they come over land

Plans to ambush ac ever so often to limit its ability

Surprising the enemy as they think they are surprising us with an air raid

Needs:

Scopes of AA weapons

Better anti aircraft weapons

Look into a radar system

Example of a coastal set up:



A: Look out positions with PK

B: Shilka or Zu

C: SAM

D: Dooshika

This is just a general example and more detailed planning and maps would be done when ready to take the first steps. Plans can also be made for other cities and especially coastal ones.

The positions would either be in concealed trenches or under the cover of homes. The plan and procedure of who fires first would all be determined before the operation and based on the enemy aircraft.