

The Mini-Manual for the Urban Defender



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By John Spencer

About the author

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Spencer's Standing Orders (for the Urban Defender)

- 1. The defense is the strongest form of war. The attacker must come to you and you must be in prepared positions. He must cross the open street to attack you. Kill him in the streets and alleyways.**
- 2. Never stop preparing the defense. Even when you are fighting you should be continuing to improve your positions.**
- 3. Make the attacker go where you want, not where he wants. Build barriers as high as you can. Block all streets, alleyways, doors, and windows. Turn the city into a fortress of walls that make the enemy enter your prepared traps.**
- 4. Use concrete. It is your greatest defensive resource. Do not use wood and sandbags, they are weak. Concrete reinforced by steel bars (rebar) is one of the strongest materials. Build barriers and fighting positions out of it.**
- 5. Always hide yourself, your position, your weapons. Always believe the enemy can see you from above. If he can see you, he can strike you with missiles, bombs, and mortars. If you are always hiding, moving inside buildings, under tarps between buildings, the enemy will not be able to strike you.**
- 6. Use any and all underground. If there is none beneath you, start digging. The attacker will bomb you before attacking. You can use the underground to hide, escape, protect yourselves, store supplies, move, and attack.**
- 7. Surprise is everything. The attacker cannot see through concrete. You decide when and where the fighting will occur. The enemy fears urban snipers deeply. Make him think every window holds a sniper.**
- 8. Fight in groups. One fighter is not enough. Fight in a minimum of 3-5 person teams.**
- 9. Always attack from a protected and hidden position. It does not matter if you are throwing something or shooting something, do so from inside a building, from high or low floors, piles of rubble, popping up from the underground.**
- 10. Always have an escape plan after attacking. Put holes in walls, floors, and ceilings so you can run between rooms and buildings when the enemy bombs are falling, or they are too close to you. Dig tunnels under buildings and houses to escape through. Make lots of different attacking position to move to. Pre-position supplies everywhere: ammo, grenades, rocket-propelled grenades, water.**
- 11. Do not get surprised. The enemy fears urban warfare. He will attempt to sneak past your defenses. Never have more than 2/3s of your fighters asleep.**
- 12. Drink water. You cannot fight if you are dead. You can survive only 3 days without water, but 3 weeks without food. Purify any water (boil it, add bleach or iodine). If your pee is clear nothing to fear; yellow or brown you are going down.**
- 13. Wash your hands before eating. Disease can kill you more than enemy bullets. When you eat and drink ensure your bathrooms are more than 100 meters away. Do not let flies touch your food.**
- 14. You must follow the laws of war. You must wear markings to identify you as fighters. No matter the enemy's tactics, you must follow the laws of war to include handling of captured enemy fighters.**

8 Rules of Attacking a City

There are rules that restrain a military force attacking a city. A smart defender plans to maximize and use each rule against the attacker. The rules are:

- 1. The urban defender has the advantage.** It takes much more force to attack and defeat an enemy that is in an established and properly constructed defense than one in the open.
- 2. The urban terrain reduces the attacker's advantages in intelligence, surveillance, and reconnaissance, the utility of aerial assets, and the attacker's ability to engage at distance.**
- 3. The defender can see and engage the attacker coming, because the attacker has limited cover and concealment.** The biggest tactical advantage for the defending force is that it can remain hidden inside and under buildings.
- 4. Buildings serve as fortified bunkers that must be negotiated.** Cities are full of structures that are ideal for military defense purposes. Large government, office, or industrial buildings are often made of thick, steel-reinforced concrete that make them nearly impervious to many military weapons.
- 5. Attackers must use explosive force to penetrate buildings.** The primary current methods of attacking an urban fortification are to either destroy it or prepare the building with explosive munitions and then send infantry in to enter and clear the entire building if necessary.
- 6. The defender maintains relative freedom of maneuver within the urban terrain.** They can prepare the terrain to facilitate their movement to wherever the battle requires. They can connect battle positions with routes through and under buildings. They can construct obstacles to lure attackers unknowingly into elaborate ambushes because of the limited main avenues of approach in many dense urban environments.
- 7. The underground serves as the defender's refugee.** Defenders use existing tunnels or dig their own to connect fighting positions, hide from detection, and provide cover from aerial strikes, and even employ them offensively as tunnel bombs against a stationary military forces.
- 8. Neither the attacker nor the defender can concentrate their forces against the other.** A defense established in dense urban terrain constrains both the rapid movement and the ability to concentrate formations against decisive points.

6 Main Elements of Any Defense

These six elements of the defense apply to any defense no matter both scale or environment. In the urban defense the defender must always think about how the urban terrain can be shaped and used to allow defenders to do what they want to do while stopping the enemy from doing what they want to do. The six main elements are:

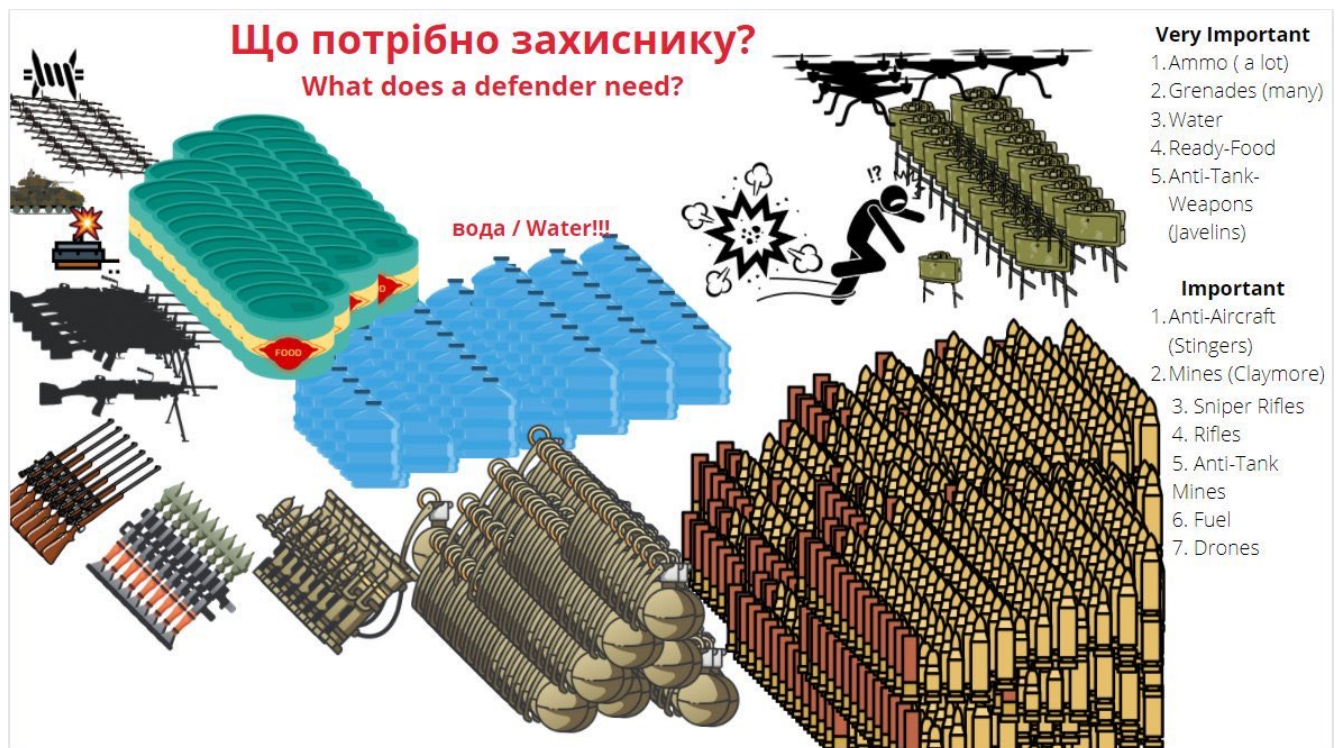
- **Preparation** – As soon as the urban defender decides to fight, they must start to plan and shape the urban area to their plans. The urban defender never stops preparing. Even when they are fighting, they can have some fighters shooting while others are continuing to build obstacles, positions, and more.
- **Flexibility** – The entire defense must have flexibility to change to the attacker's actions. This is important for the entire defense of a city down to a single block.
- **Security** – Defenders must ensure all sides of the city are safe. All fighting positions more than one person.
- **Operations in depth** – Be able to kill the enemy out as far away as possible and in belts as try to enter the city.
- **Disruption** – Use the city to break apart the attacker's formations, convoys, separate tanks from infantry.
- **Maneuver** – Use both fires and fast-moving defenders
- **Mass and concentration** – Be ready to surge large groups of defending fighters on the attackers at critical moments.

General Information

Gather supplies

Urban warfare, to include defending, requires four times the amount ammo as the same operation in rural terrain.

On top of anti-tank guided missiles (ATGMs) like Javelins and NLAWs, defenders needs a lot of rifle bullets, grenades, anti-tank mines, anti-personnel mines, disposable drones, water, non-perishable foods, and fuels (cooking/vehicle/generator)



You have the numbers & advantage

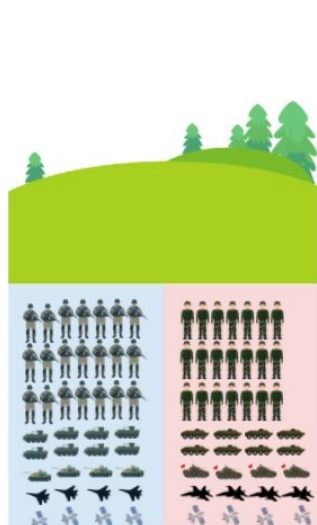
Prepared urban defenders have the advantage. In 2016, it took over 100,000 security forces 9 months to take Mosul against 5 to 10,000 ISIS. It took hundreds of thousands of Soviets to take Stalingrad. Military doctrine says the attacker needs 3 to 5 times more than he would during an attack in wooden or open terrain. The enemy could need as much as 5 if not more attacking soldiers to 1 defending soldier/fighter.

Кілька підготовлених захисників можуть протистояти безлічі нападників у місті!

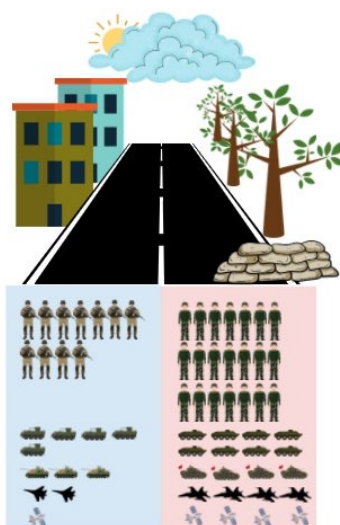
A few prepared defenders can hold against a lot of attackers in a city



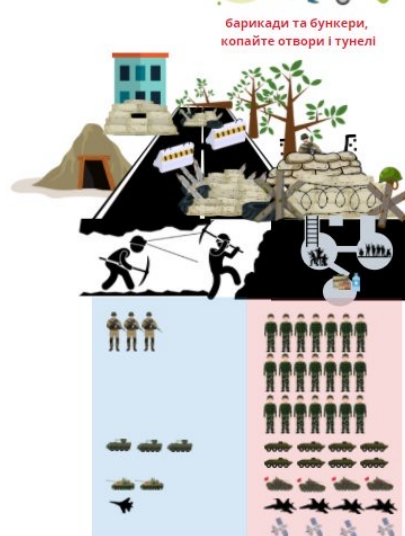
барикади та бункери,
копайте отвори і тунелі



1:1



1:3



1:5 – 1:10

Protection and Safety

- You cannot fight if you are dead. Shape the urban area to provide you the most protection and safety to fight the enemy when he comes.

The first phase of the enemy to attack a city will be bombing of any known enemy positions (buildings/places seen from the sky or already known). Basically softening the defenders force in the city. In this phase, all efforts to hide known key locations should be taken, as well as knowing where to escape the bombing and then come out to fight.



The next phase, as the attacker gets closer to the city, they will begin heavy heavy bombardment on "enemy." Also hoping defenders give up. This could last days & is where the underground is critical to survive and maintain the weapons and supplies to fight. Defenders must also know if enemy is close.

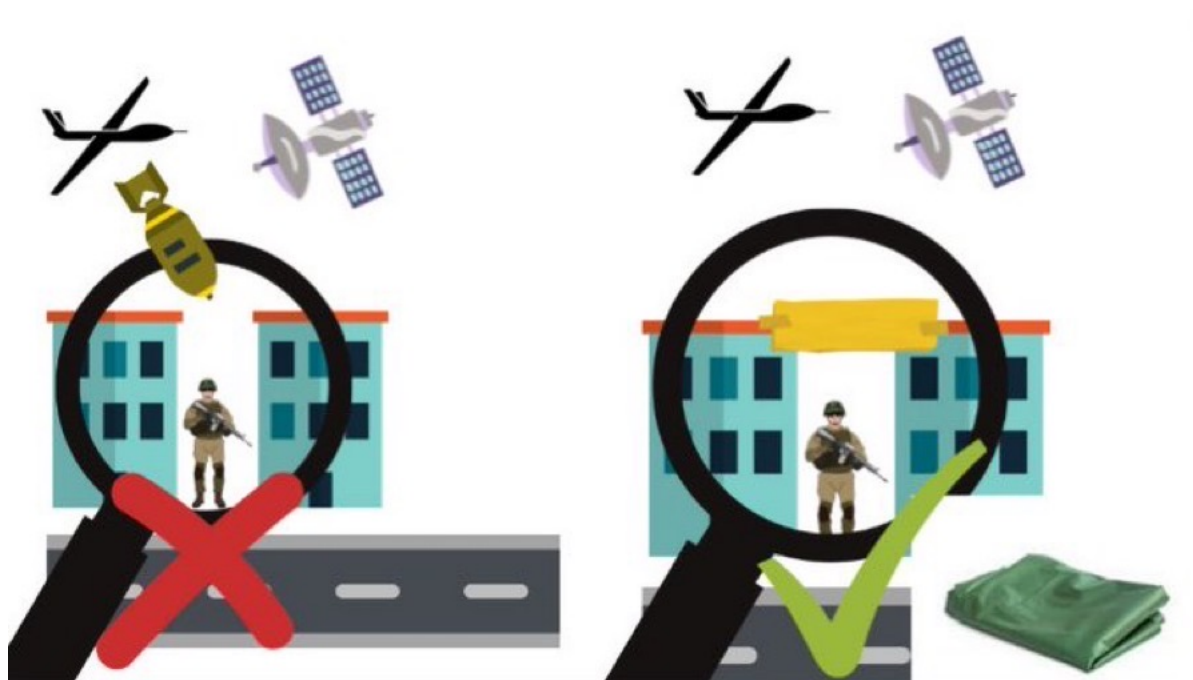


The next phase of the city attack will be fires as the enemy military is right against the city and attempting to find an entering. This is a dangerous time because the defenders must be able to attack the invaders but also survive their bombing. The defenders can “hug” the attackers meaning let them get so close they can no longer use their artillery out of fear of killing their own soldiers.

The rubble from earlier phases makes strong fighting positions.



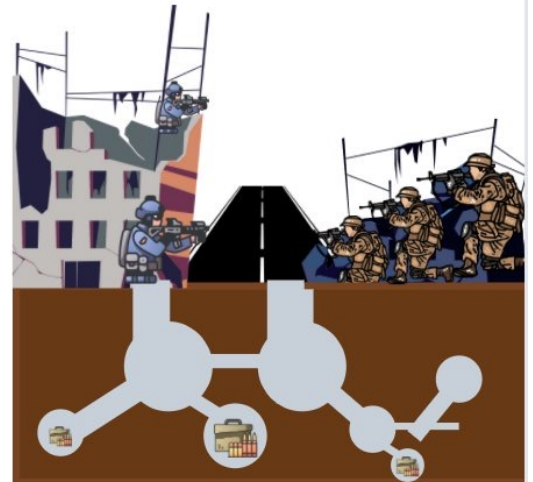
You must stay hidden. If you can be seen, you can be attacked by missiles, bombs, artillery, and mortars. Put tarpaulins, sheets/blankets, wood, plastic, tin, anything across the top of or between building so the things above or down the street can't see you. Hide everything.



The underground has long served as a powerful urban warfare tool. It allows defenders to escape bombs, hide fighters, cache and protect supplies, and to move around unseen, to include to attack the invading enemy.

Метро, каналізація та тунелі - найкращий друг захисників

The underground, canalisation and tunnels are defenders best friend



напр. Грозний, Сталінград, В'єтнам
e.g. Grozny, Stalingrad, Vietnam

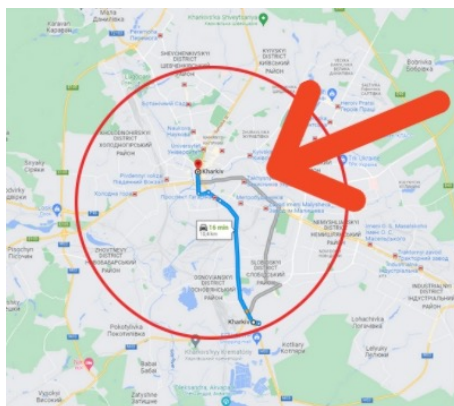
If there is no underground below you. Start digging. You would be surprised at the depth of a tunnel a team of civilians can dig in just a few days. Dig bomb shelters and passages under buildings. Safe places to put caches.



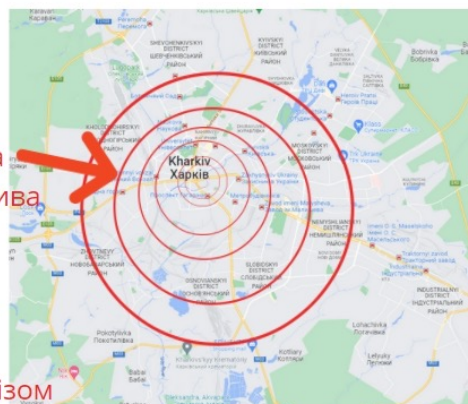
Barriers, Barriers, Barriers

- The urban terrain should be shaped to slow or stop an invading military forces so they can be attack, force them into traps and ambushes, or to deny them access to the urban area.

Build multiple defense lines. Prepare complete circles around the city. Build fortifications. Layer after layer of obstacles and blocks. Blockades on every street. Speed is security. A slow vehicle or soldier is easier to hit and destroy!

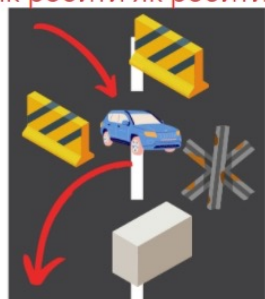


- прорив = 30 min до центру
- швидко до цілі



- множинні барикада
- спалює більше палива
- повільно = легше націлюватися
- лінія захисту
- перед кожним поперечним перерізом

як робити як робити



машини можуть проїхати



In any city defense, you always continue to prepare, even when fighting, continue to improve your position. Don't sit around (that will let your mind think about other things), don't stand in the open. Build bunkers near the checkpoints. Dig tunnels!



Go out and build obstacles in the streets! Start with any bridge you can find (they should have been destroyed). Block them with buses, dump trucks, cars, concrete, wood, trash, anything! Then block any spot in the city where there are tall buildings on each side. Already tight areas.



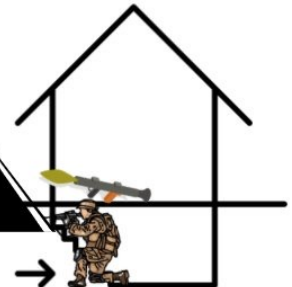
You must turn the city into a fortress and close the gates. Block every street, alleyway, sidewalk, door, and first floor window. Use urban material, it is strongest and gives the most protection.

Будівлі - ваш найкращий захист

Buildings are your best protection



Клас
захисту



Protection
Class



підвал

Use concrete as the primary defense material. An urban defender uses the unique urban material to their advantage. Concrete reinforced with steel bars (rebar) is ten times better than sandbags. Use rubble, rock, bricks.



Concrete reinforced with steel bars (rebar)



Sandbags for barriers/bunkers

Use existing concrete Barriers. Modern cities often have existing concrete barriers for vehicle checkpoints or infrastructure protection. These barriers offer ready-made field fortifications. Steel hedgehogs are good too.



If you have razor wire, use it. Stack three together. Lay between building. A triple strand razor wire can stop most vehicles, even slow a tank.

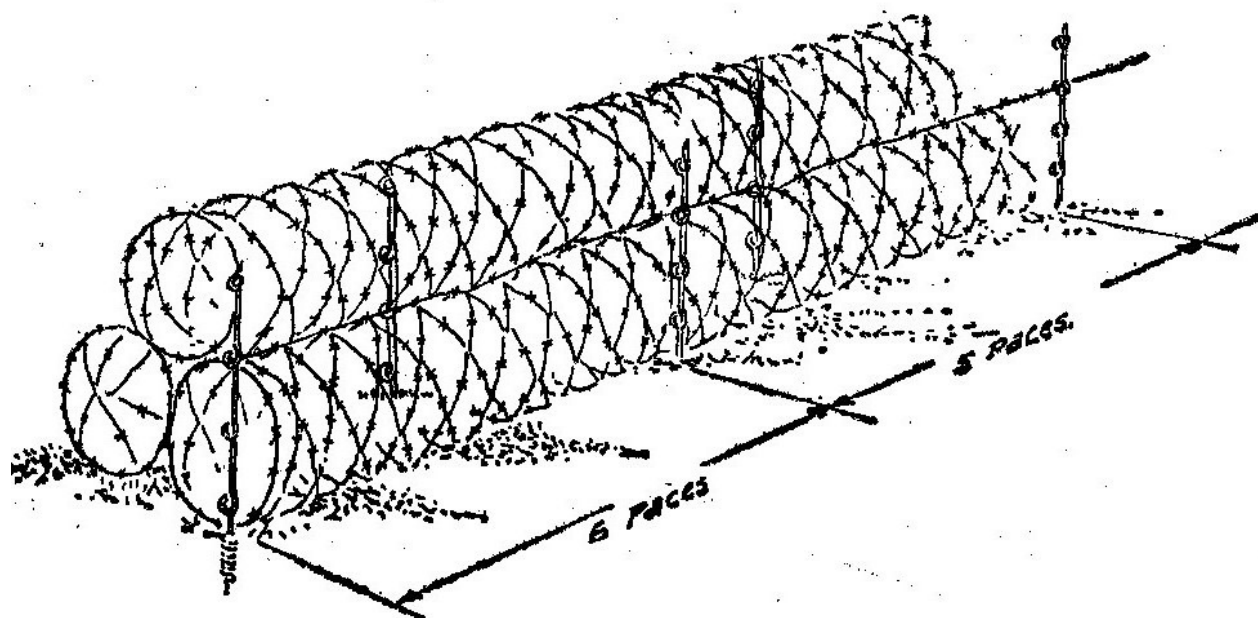


FIG. 3.—Triple concertina fence



Rubbling buildings. create rubble by destroying structures to produce broken concrete, rebar, stones, bricks, or solid material to include debris.



If you have time and digging assets, dig tank ditches and emplace a barrier around the densest parts of the city as possible, especially any entrances that can be spared without impacting civilians needs. The goal is to add density to already urban areas.



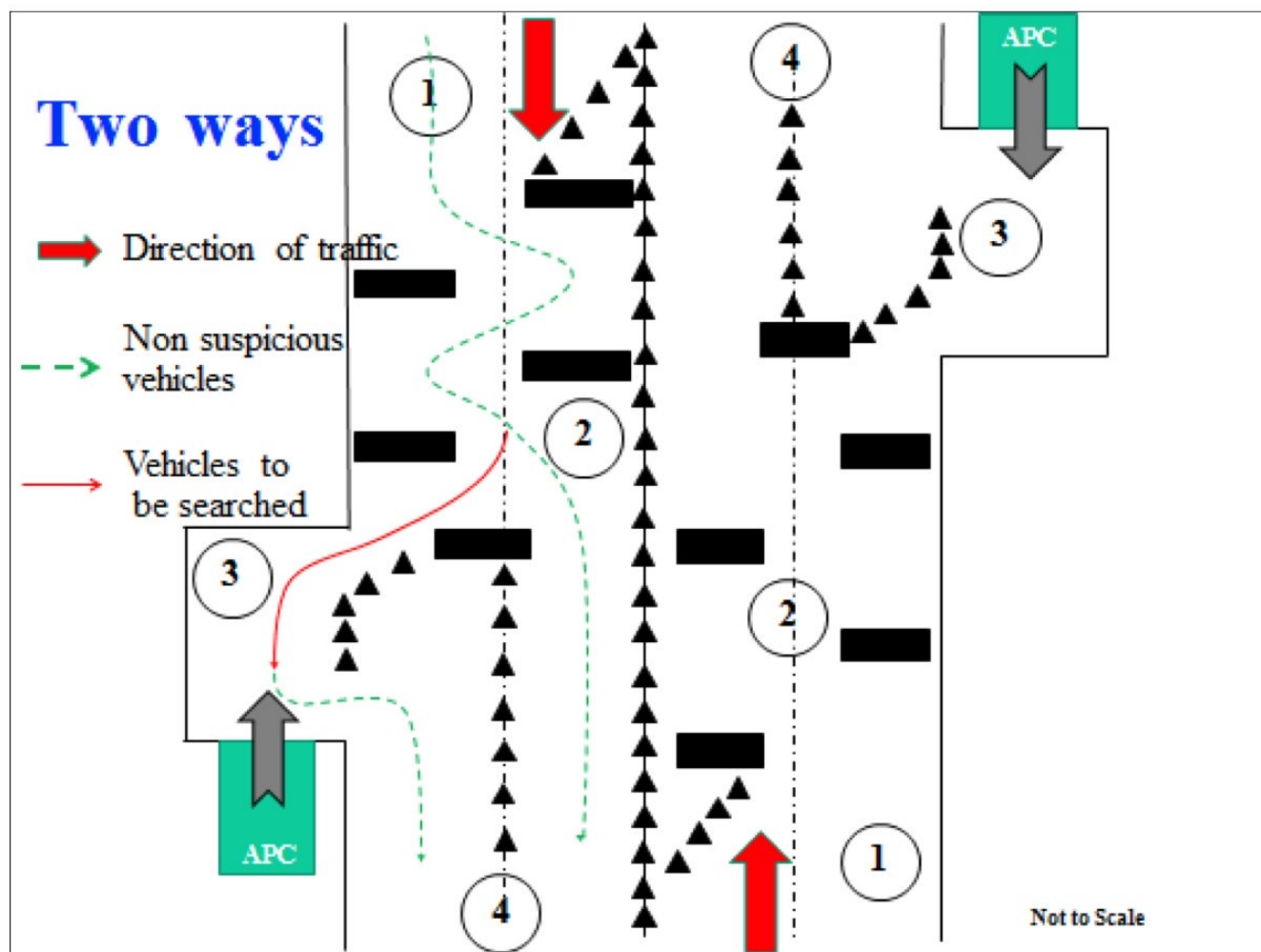
Slow or stop all vehicles from entering or moving through your areas. Block all the streets. Slow vehicles down so you can shoot at them or throw Molotovs at them. You must be inside buildings. Anyone with a weapon on the streets can be seen by Russians and hit by rockets or artillery.



Road blocks in every town

- slows enemy down
- burns more fuel
- easier to target

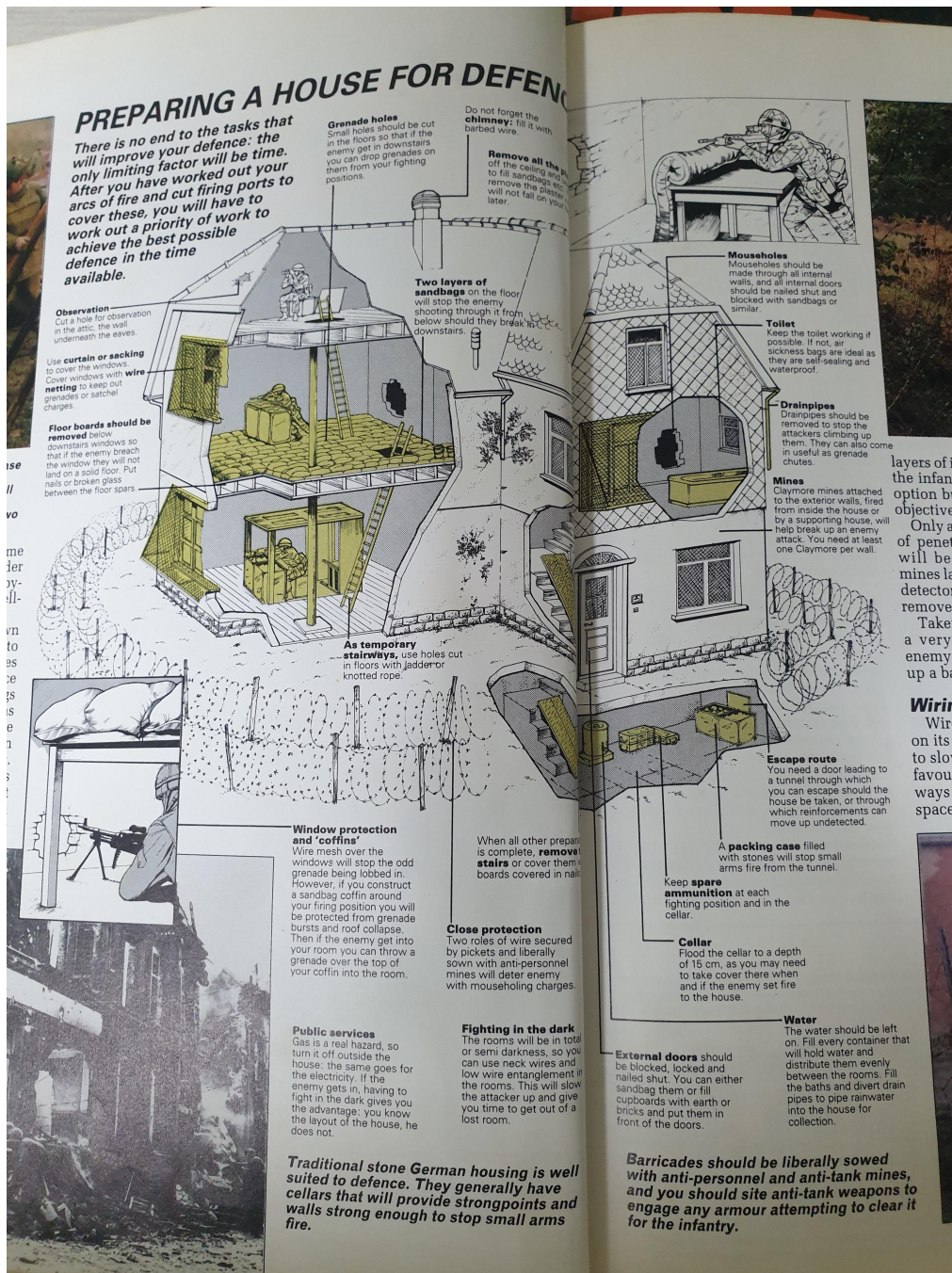
If there is a street you still need to use, build a “S” or serpentine pattern obstacle that still slows a vehicle down. Think police check point (which you could set up if you wanted to catch saboteurs before the attackers reach your location). There should be no roads that allow free, rapid driving down.



Attack, Attack, Attack

- While the purpose of the urban defense may not be to destroy all of the enemy attackers, doing so still achieves the goal of holding the city. You want to turn every street into a meat grinder or wood-chipper that the attack feeds their soldiers into die.

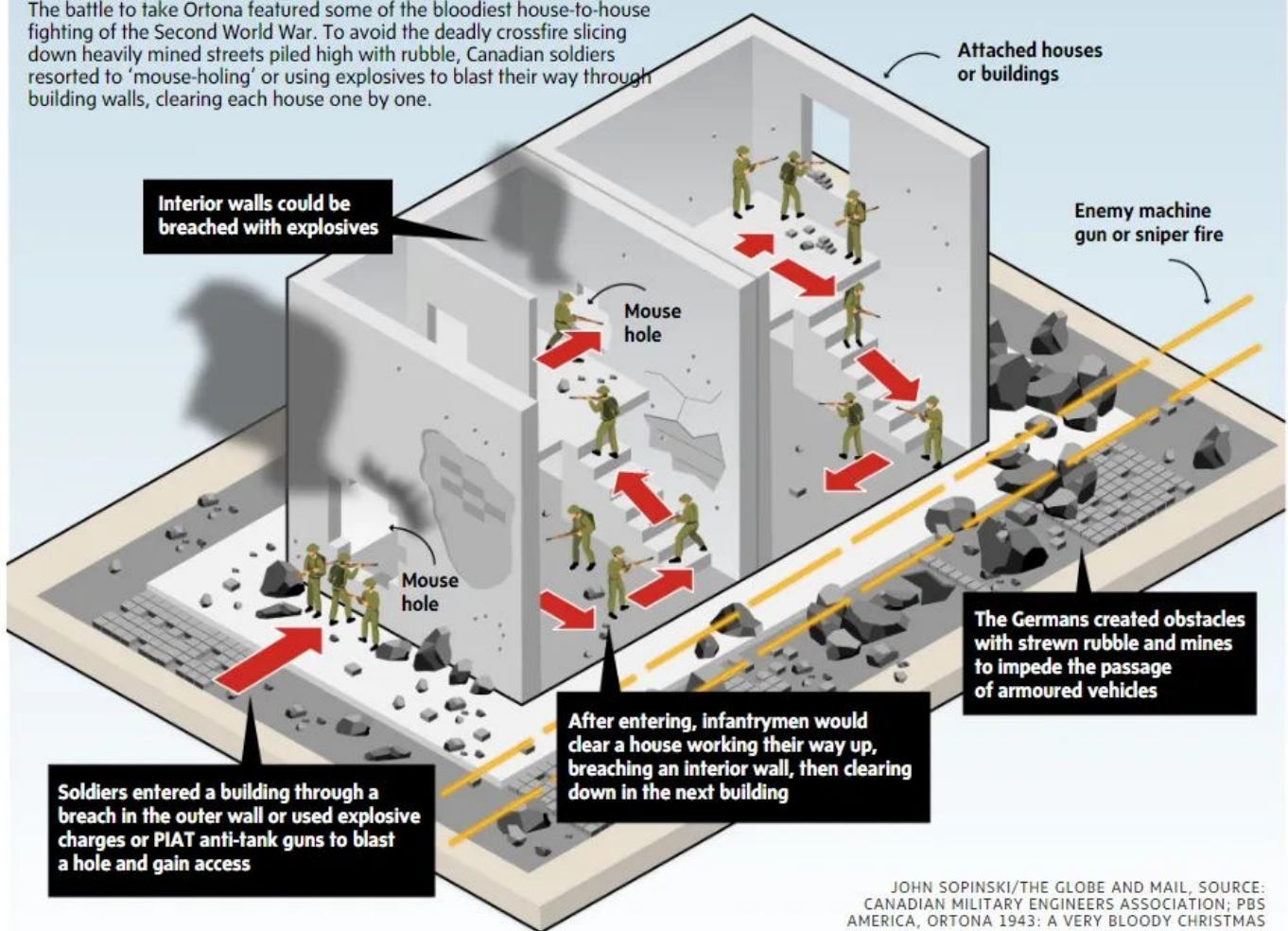
Build strongpoints along key avenues into the city. Be sure to have an out (like a hole into the next building), but key strong buildings can take days to clear. Do not use buildings with glass (will shatter) or wood (will burn) buildings



Make mouseholes and tunnels. The tactic of using mouseholes—holes created in interior and exterior walls of buildings that allow soldiers to move through the exterior walls and interior spaces of buildings—is one of the most dominant recurring defense techniques. It allows you to move and attack unseen and protected in the concrete structures. Tunnels allow you to also escape the bombings.

MOUSE-HOLING AT ORTONA

The battle to take Ortona featured some of the bloodiest house-to-house fighting of the Second World War. To avoid the deadly crossfire slicing down heavily mined streets piled high with rubble, Canadian soldiers resorted to 'mouse-holing' or using explosives to blast their way through building walls, clearing each house one by one.



If there is time make make-shift pillboxes – i.e. enclosed bunkers. Inside buildings best. They should have overhead cover (concrete on top of you) and hidden from above.



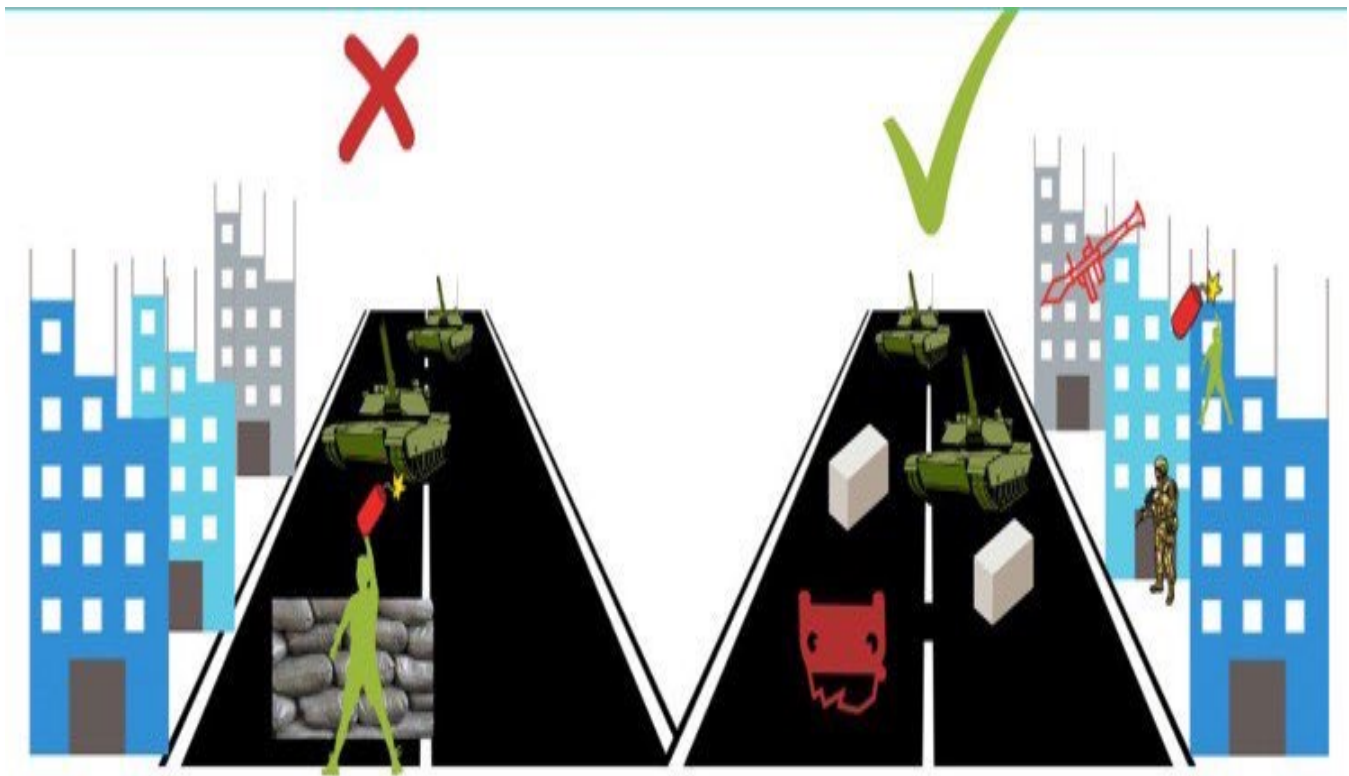
You can put heavy weapons systems inside buildings. Large weapons can be disassembled and reassembled on the higher floor of a building to provide superior lines of sight and angles of fire. This also creates bunker-like protection to the defender's most casualty-producing weapons.



Place caches everywhere you plan to fight. Primary, second and third positions. Urban terrain provides great advantages for hidden, protected, and concealed pre-positioned supply points to support multiple primary, alternate, and supplementary battle positions.



Use the streets with buildings close to the roads to attack. The higher floors even better because Russian tanks and other guns can't elevate their guns that high and it is just harder for the attacker to fight looking up. Defenders stay hidden inside building or they you be killed.

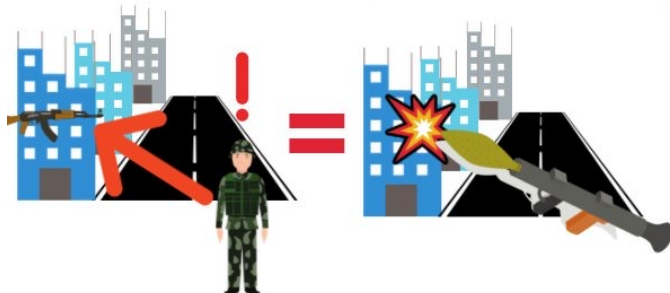


There is no reason an urban defender should be visible from the sky or street by the approaching attacker when in their positions they will attack from. Do not stick weapon barrels out windows. Stay back and shoot from inside the rooms to leave the streets empty.

Militaries fear snipers. Or really any defender shooting and the attacker in the streets is not sure where the bullets are coming from. Turn every window into a possible sniper in his mind. Fire through rooms and buildings to the outside.

Не висуйте рушницю з вікна

Don't put the rifle out of the window



Стріляйте зсередини

Inside you are invisible



Use hit-and-run, antiarmor ambushes. At the First Battle of Grozny small groups of 3-5 fighters armed with only AK-47s, grenades, and RPG-7s or RPG-18s, engaged armored vehicles from either basements or upper stories of buildings, where main tanks and other weapons could not effectively return fire. They would strike the first and last vehicles to trap the others inside their trap. Hitting and moving.



AFP

One of the most powerful defense tactics is the establishment of engagement areas (kill zones...places the enemy will die). 7 simple steps (adjusted for simplicity):

Identify all likely ways the enemy will come.

Determine what the enemy will do/try to do.

Determine where you want to kill the enemy.

Plan and integrate obstacles (slow/stop them)

Decide where to hide and shoot from.

Plan and integrate indirect fires (to include molotov cocktails)

Practice the plan multiple times.

Again, your survival to fight is important so think hard about where you will shoot from. Elevated positions down long streets. Shoot and run. Ambushes. Aim for the windows and doors of non-armor vehicles. Soldiers in open. One of the greatest fears of a soldier is a sniper.



Any commercial hobby drones can be used to spot the incoming attackers. To prevent the attacker from surprising the defenders. They can also put Do fear in the hearts of soldiers. If they have to look up, and not know what is in the sky, they won't know if it is a killer drone or not.



Molotov Cocktails

- Molotov cocktails can be effective weapons if used properly. Thrown from protected sites and at the right targets and spots on vehicles.

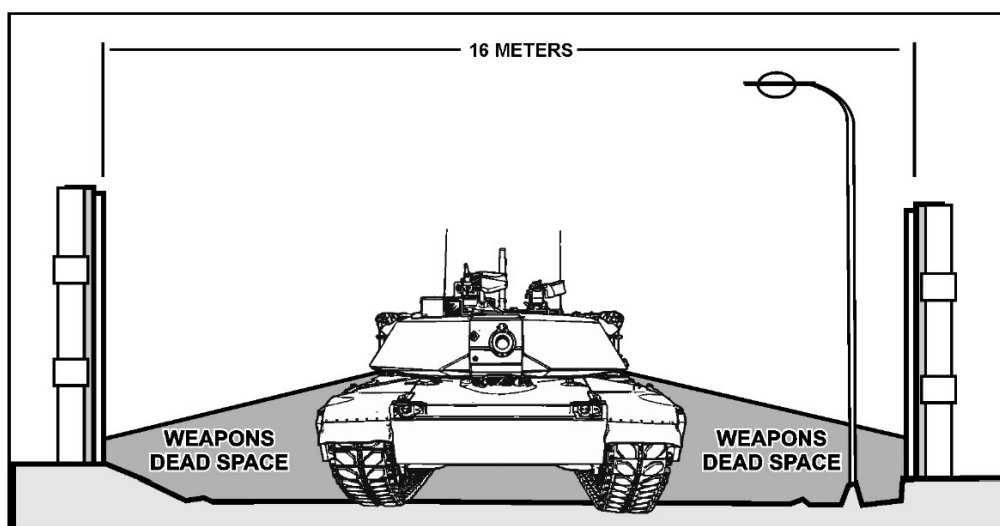
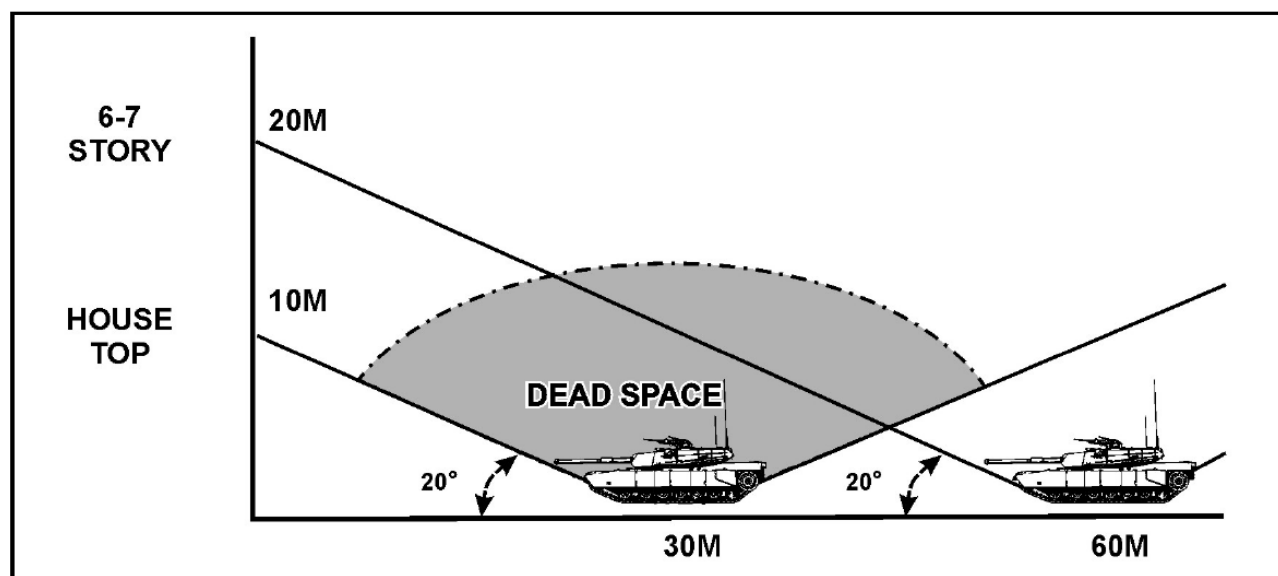
Think about where you will stand to throw (then run). Dropping from windows above vehicles most ideal. Vehicles without weapons on top the most vulnerable, but if it is armor, choose where to hit.



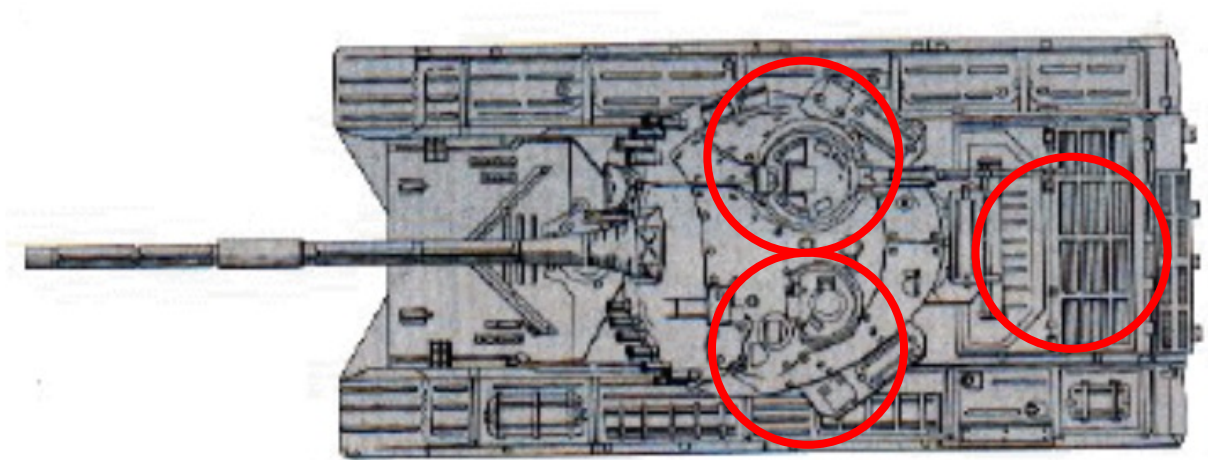
Tanks

- The attacker of a city in high intensity combat must have tanks to go inside the city. They need tanks, infantry, engineers, artillery and more. But they really need tanks. The defender should prioritize destroying tanks.

Tanks cannot elevate their guns to higher levels or lower levels of buildings, when playing to attack on, being where it cannot shoot is best.



The most vulnerable spot on any tank is the top where the armor (steel) is thinnest. That is why they fear the Javelin and other anti-tank weapons that are “top-attack” which fly up into the sky and then come down on top of the tank. If the defender has rocket-propelled grenades that can’t penetrate thick armor or anti-tank hand/rifle grenades, it is best to be in high floors of a building and top them on top of the tanks.

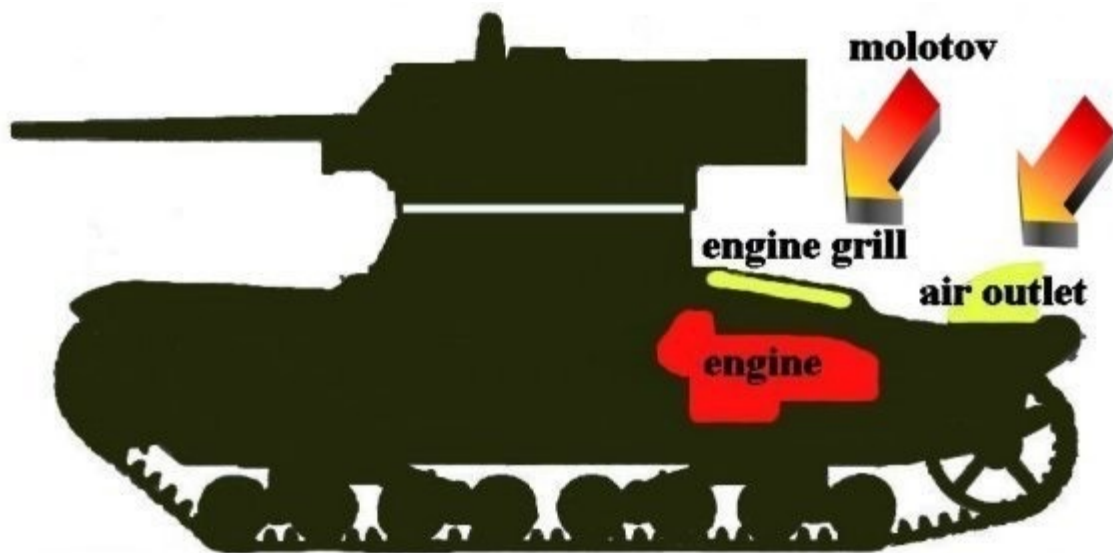


Defenders may not be able to destroy a tank, but they can make it not work or not work as well. One way to do this is to blind the tank where all the soldiers inside need to see out or use the main gun. This is possible by shooting at the vision block (place they look out). Upper left – tank commander vision block. Upper right possible loader independent viewer (depending on model of tank) and front bottom under the main gun – driver vision blocks. Shoot or throw things to break/cover those.



Molotov's & other close tank attacks

As a last resort, Molotov cocktails can be used to attack a tank. If this is the plan, more than one Molotov cocktail (a volley from both sides of a street) has a better chance. Throw the Molotov at the back top of the tank where the engine grill and air outlets are or again at the vision blocks. A last last resort would be attempting to shove steel rods and other devices into the back sprocket of the tank tracks attempting to seize or throw the sprocket/track.



Casualty and Fighter Care

Fighting in urban terrain leads to higher casualties for both attacker and defender. The defender needs to be ready to move their casualties to safety and care. They should make lots of homemade litters (device 2 carry people). All that is needed is poles (wood/metal/plastic) & material (blankets, jackets, tarps). Like:

IMPROVISED LITTER USING BLANKETS AND POLES

3-15. To improvise a litter using blankets and poles, the following steps should be used:

- Open the blanket and lay one pole lengthwise across the center; then fold the blanket over the pole.
- Place the second pole across the center of the folded blanket.
- Fold the free edges of the blanket over the second pole and across to the first pole



Figure 3-14. Litter made with blankets and poles

IMPROVISED LITTER FROM SHIRTS OR JACKETS AND POLES

3-16. To improvise a litter using shirts or jackets, button or zip the shirt or jacket and turn it inside out, leaving the sleeves inside, then pass the pole through the sleeves.

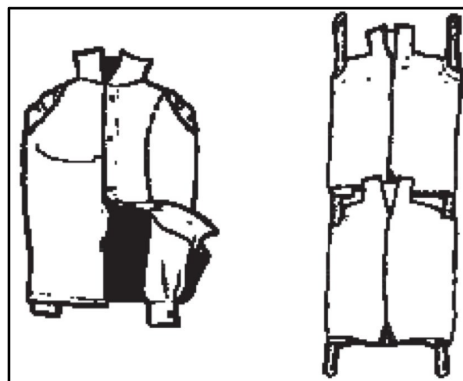


Figure 3-15. Litter improvised from jackets and poles

The urban defender must drink water. You cannot fight if you are dead. You can survive only 3 days without water, but 3 weeks without food. If your pee is clear nothing to fear; yellow or brown you are going down. There are ways to make water safe to drink. Collect/melt snow/rain. Boil water found. Add 2 eye drops of bleach to a liter. Or 5 - 10 drops of iodine. If ever not sure, purify the water. Drinking bad water can cause vomiting/diarrhea and lead to severe dehydration and death.

Know the signs of dehydration like stomach and muscle cramps, dizziness, blackouts and seizures.

Як очистити воду

How to purify water

