

**PAM 21-13**

**DEPARTMENT OF THE ARMY PAMPHLET**

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**THE  
SOLDIER'S  
BCT  
HANDBOOK**

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**HEADQUARTERS, DEPARTMENT OF THE ARMY  
OCTOBER 1968**

TAGO 5841C

## CHAPTER 3

### AIM TO KILL

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#### Section I. HAND GRENADE TRAINING

##### 26. Introduction

*a.* The hand grenade is a weapon with many uses. However, it is dangerous and you must learn to handle it carefully as well as effectively.

*b.* All hand grenades have two common characteristics: short range and small effective casualty radius. There are two types of fuze action: delay and impact detonating (the delay fuze is discussed below).

##### 27. Description

*a.* Hand grenades are composed of three main parts (fig. 13):

(1) *Body.* The body of most hand grenades is made of thin sheet steel. It serves as a container for the filler and in some cases provides for fragmentation.

(2) *Filler.* The filler may be high explosive or chemical which gives the grenade its characteristics and determines its use.

(3) *Fuze Assembly.* The fuze causes the grenade to function after a series of mechanical, pyrotechnic, chemical, or electrical actions (fig. 13). Most *delay* fuzes function in the following manner.

(a) When the pull ring and safety pin are removed, the safety lever is released from the grenade body. The grenade remains inert, however, until the thumb is removed from the safety lever or the grenade is thrown, at which time the safety lever is forced away from the grenade by the action of the striker and striker spring.

(b) The striker rotates and strikes the primer, which, in turn, emits an intense flash of heat.

(c) This flash of heat sets off the time delay element which burns at a constant rate (1.4 to 3 seconds for chemical burning grenades and 4 to 5 seconds for casualty producing grenades). After the time delay element has burned, it, in turn, sets off the detonator or igniter.

b. Hand grenades are painted in accordance with the NATO (North Atlantic Treaty Organization) color code. Olive drab colored bodies indicate an ordnance item and yellow markings indicate high explosive filler; light red denotes incendiary effects; gray denotes a chemical item; light green indicates a smoke producing item; and light blue indicates a practice item.

c. The M26 fragmentation hand grenade (fig. 14) is painted olive drab with yellow markings, and is used for close-in fighting. The fragmenta-

FUNCTIONING OF FUZE

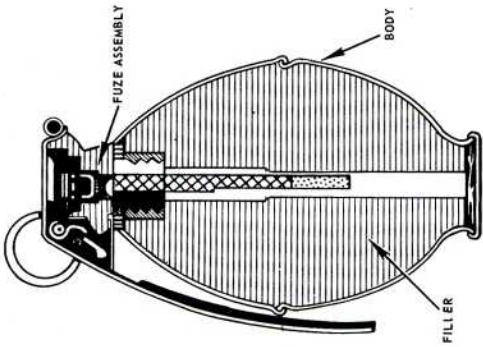
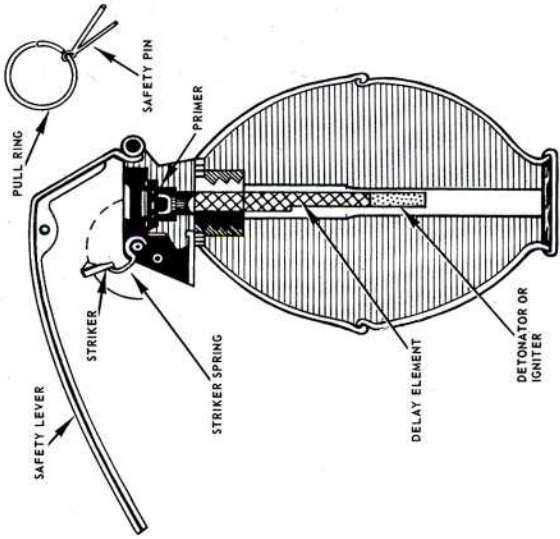


Figure 13. The M26 fragmentation hand grenade.

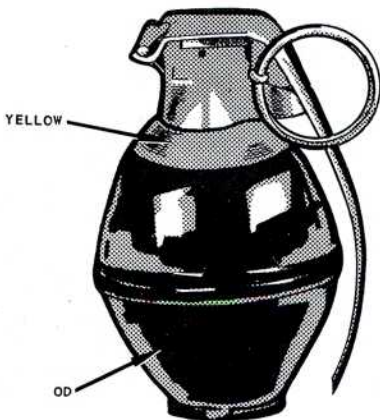
tion effect is produced by a serrated wire coil which fits into and conforms with the body of the grenade (fig. 14). Upon detonation, the M26 has a 15-meter effective casualty radius.

*d.* The M30 practice grenade (fig. 14) is painted light blue, and has the same size and weight characteristics as the M26 fragmentation grenade. It was designed to be used to teach the individual throwing techniques, in order to obtain distance, accuracy, and familiarization with the time delay fuze. Upon functioning, the fuze emits a puff of smoke and there is a sharp report similar to a fire cracker.

## **28. Training**

*a.* The objective of hand grenade training is to teach the individual the proper grip of a grenade and to throw the grenade for accuracy and distance.

*b.* The position used to throw the grenade is not of extreme importance. However, set positions are used in training for uniformity and control. Most important is the proper grip of the grenade. Right-handed throwers grip the grenade in the right hand firmly, placing the safety lever under the thumb between the first and second joint (fig. 15). The proper grip for a left-handed thrower is to grasp the grenade in the left hand with the fuze assembly pointing toward the ground and the safety lever under the thumb between the first and second joint. This places the

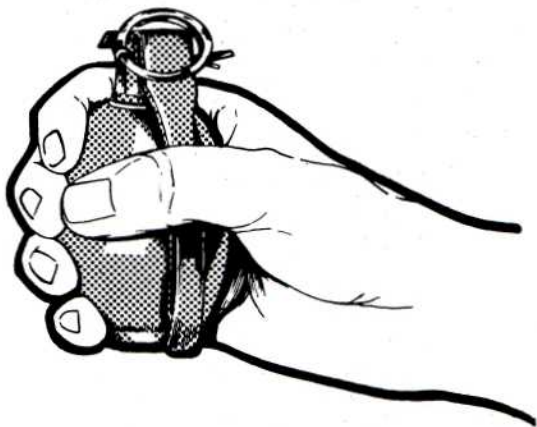


- ① M 26 AND M 26A1 COLOR CODE: LIVE GRENADE—  
OLIVE DRAB, YELLOW BAND AND LETTERING;  
M 30 PRACTICE GRENADE, BLUE OVERALL.

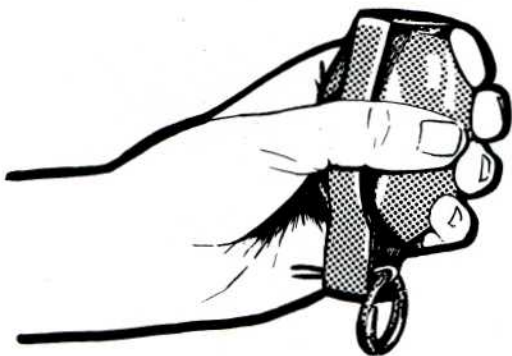


- ② FRAGMENTATION COIL  
IN M 26, M 26A 1

*Figure 14. M26 color identification and coil.*



① RIGHT HAND THROW



② LEFT HAND THROW

*Figure 15. Gripping the hand grenade*



pull ring opposite the free hand. It is also safe and comfortable (fig. 15).

### **29. Safety**

If a casualty producing hand grenade is dropped accidentally, after the safety pin is removed, the individual will shout "Grenade" to alert other personnel in the area that a casualty producing hand grenade has been dropped. Then he picks up the grenade and throws it in a low arc into a safe area. If protective cover is not available when the grenade is thrown into a safe area, assume the prone position with the steel helmet facing the direction of the grenade's detonation point. Remember, if the grenade is dropped you still have time to grab the grenade and throw it. *Don't panic.*

### **30. Grenade Uses**

Hand grenades are devastating weapons when used in the offense or defense. They are particularly effective at night when thrown from a defensive position because they can cause mass casualties without perfect aiming and the individual's position is not disclosed. They are also effective for close-in fighting and screening movements of small units in daylight, and may be used for signaling and/or destruction of equipment.

## **Section II. RIFLE MARKSMANSHIP TRAINING**

### **31. Introduction**

A large portion of your basic training will deal