In the Vietnam War, the old cliché that the artillery must "move, shoot and communicate" has taken on a more dynamic meaning. The innovation of air and water transportation to the conventional vehicular means has broadened the horizons of the artillery.



In warfare today, the United States artillery can move uninhibited by terrain, the enemy or weather to bring the "sound of the gun—the King of Battle" to the maneuver forces who need it.

CONSTRUCTION

Base Camps



Most major base camp facilities are constructed by engineer support organizations. However, tenant artillery units are often required to construct facilities within their respective areas which are vital to the accomplishment of their missions. The variety of structures which may be found in a typical base camp are pictured on the following pages and reflect the imagination, resourcefulness and HARD WORK which go into the construction of the artilleryman's "home".

Typical light, medium and heavy artillery positions found in base camps in the Republic of Vietnam.



155 mm



105 mm



175 mm

Construction, a vital, never-ending necessity in Vietnam, includes facilities which range from...



A gun pad to



An ammo bunker to....

Because of the enemy's capability to attack at any time, from any direction, and the variety of weapons at his disposal, the requirement for building and maintaining protective facilities for personnel and equipment is paramount.



A personnel bunker

"Keep the powder dry" is often a difficult task in the Republic of Vietnam. Here is how some units solve the problem:









PERSONNEL BUNKERS

Pictured below are two typical personnel bunkers.





The construction of the gun positions can take many forms. This normally varies with the type gun to be positioned and the imagination of the gun crew. Some of the ideas are shown below.



8"/175 Pad



155 (SP) Pad



105 Position

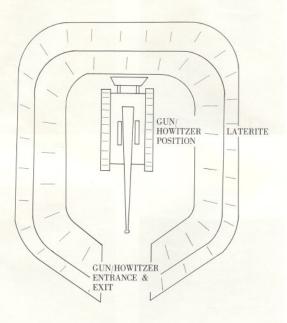


105 Position

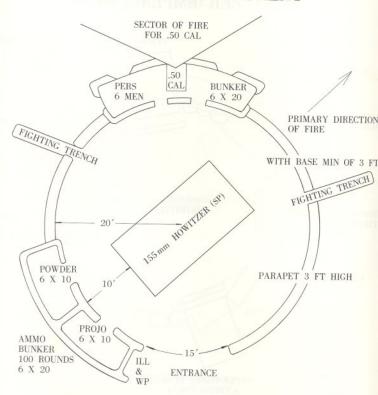
175 mm and 8-INCH GUN PAD



AMMO AND PERSONNEL BUNKER



HOWITZER EMPLACEMENT



HOWITZER EMPLACEMENT

