



Chocolate Warfare

**Rifle basics - AR15**  
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# Introduction

The AR-15 is probably one of the best-known and most modular weapon platforms in the world. Designed in the late 1950s by Eugene Stoner for the ArmaLite company, it was conceived from the start as a break from the heavier military rifles of the time. Its adoption by the U.S. Army under the name **M16** marked the beginning of a long technical and tactical evolution.

## History and Evolution

From the beginning, the rifle stood out thanks to the use of aircraft-grade aluminum and polymers, materials that made it lighter than traditional steel weapons. Over the years, it underwent numerous improvements:

- **Feed ramps** (improved feeding ramps) for better reliability.
- **Heavy barrel** for sustained fire capability.
- **Detachable carry handle**, allowing easy installation of optics.
- **Rail systems** (Picatinny, M-Lok, etc.) giving shooters the ability to add lights, lasers, grips, optics, and other accessories.

This process of continuous improvement accompanied its massive use by the U.S. military and, by extension, by most Western armed forces.

## Modularity and Popularization

One of the AR platform's greatest strengths is its modularity. It allows easy changes of barrel, caliber, or configuration. This modularity, combined with large-scale industrial production, democratized the AR-15 in both military and civilian spheres.

Beyond the standard 5.56×45 mm version, many variants exist, including:

- Gas systems replaced by a **short-stroke piston** (e.g., HK416, Sig MCX).
- Variants in different calibers: **.308 (AR-10)**, **.300 Blackout**, **7.62×39 mm**, and even **9 mm** for civilian, sporting, or law enforcement use.

## Today

Having become the most modular rifle on the market, the AR-15 is at once a reference military weapon, a platform for technical innovation, and a widely adopted tool among sport shooters. Its history illustrates the evolution of modern firearms: lighter, more adaptable, and designed to meet the varied needs of its users.

## Elements of basic training

### Safety

#### 4 Fundamental Firearms Safety Rules

##### **Weapon ⇒ Loaded**

Accidents often happen with guns that people thought were empty.

##### **Muzzle ⇒ Aware**

Because the firearm is loaded, my muzzle is always in a safe direction.

##### **Finger ⇒ Off**

Because I can be surprised, my finger stays off the trigger until I want to fire.

##### **Target ⇒ Responsible**

I am sure of my target, the environment around it, and the consequences of my shot.

On the person, the rifle is loaded and ready.

When I put my weapon down (for transport or storage), I unload it because I don't know who might pick it up or what they might do with it.

### Manipulation

#### 3 fundamental manipulations

- Press check
- Loading
- Unloading

#### Keep your firearm ready to fire

- Reload
- Reload with retention
- Immediate action
- Remedial action
- Maintenance

### Shooting

#### Stances

They describe the shooter's body language.

#### The 5 Fundamental Principles of Shooting

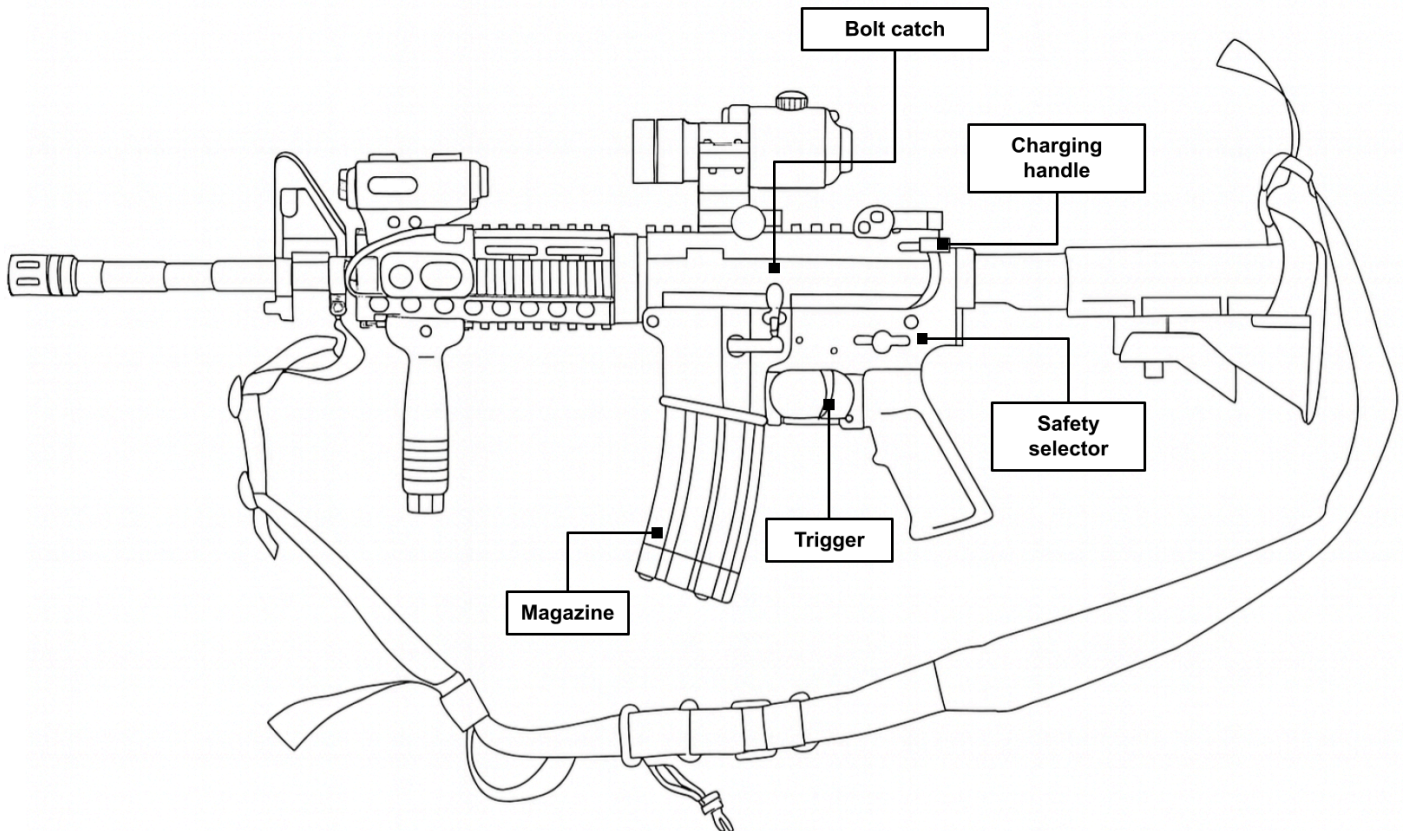
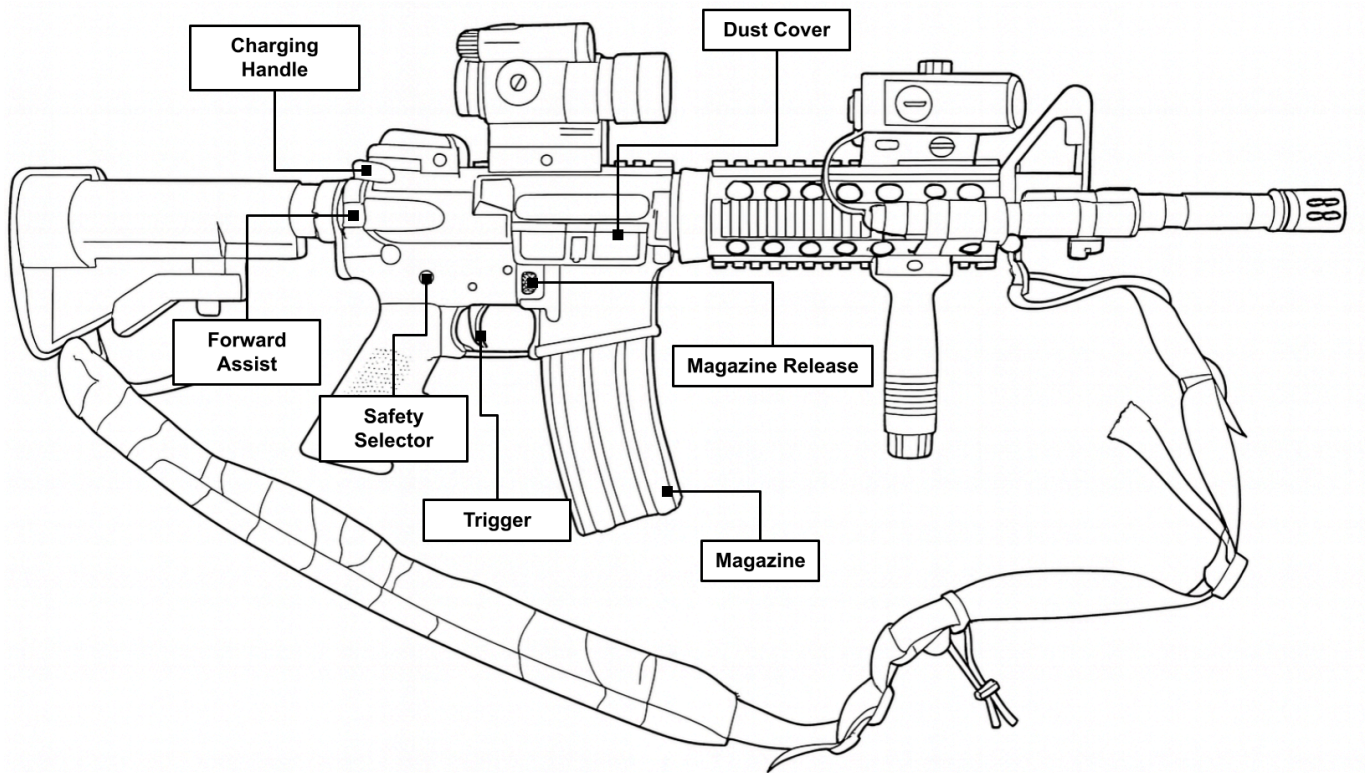
1. Grip
2. Stance
3. Aiming
4. Breathing
5. Trigger squeeze

#### 7 Chronological steps of shooting

1. Positive ID
2. Elevation
3. Aiming
4. Finger-Trigger
5. Press
6. Analysis
7. Scanning

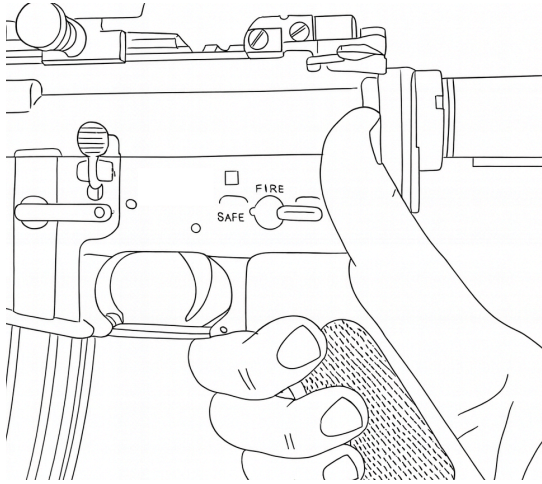


## Presentation

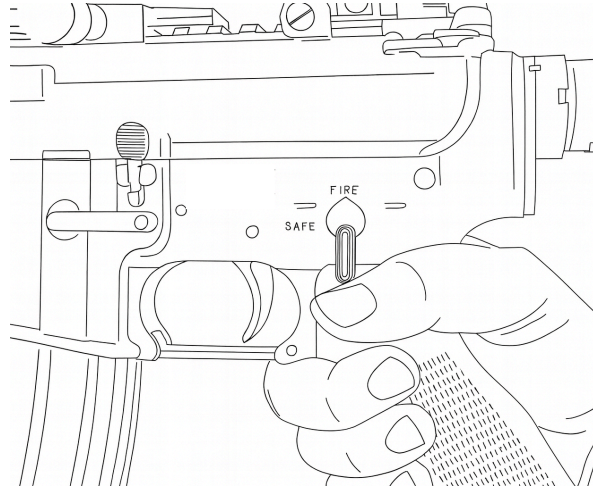




## Engage and disengage the safety



**Safety on**



**Safety off**

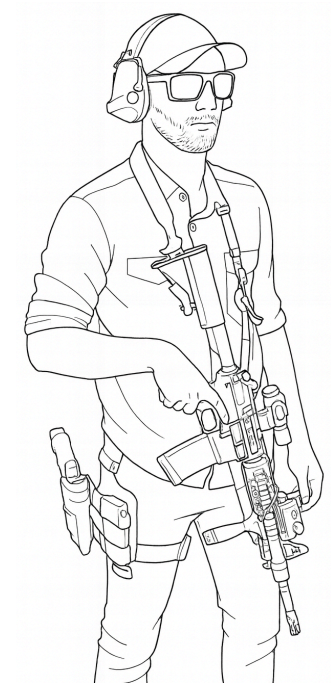


**Weapon on safe**



**Rifle shouldered = Safety off**

## Stances



**Patrol**



**Low ready**



**Weapon in hand**



**High ready**



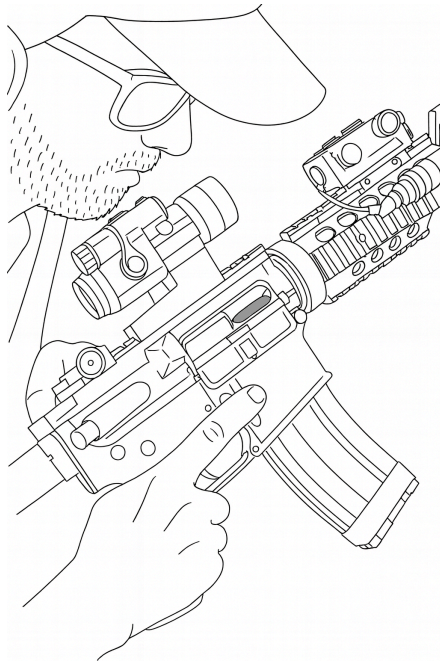


**Shooting**



## 3 fundamental manipulations

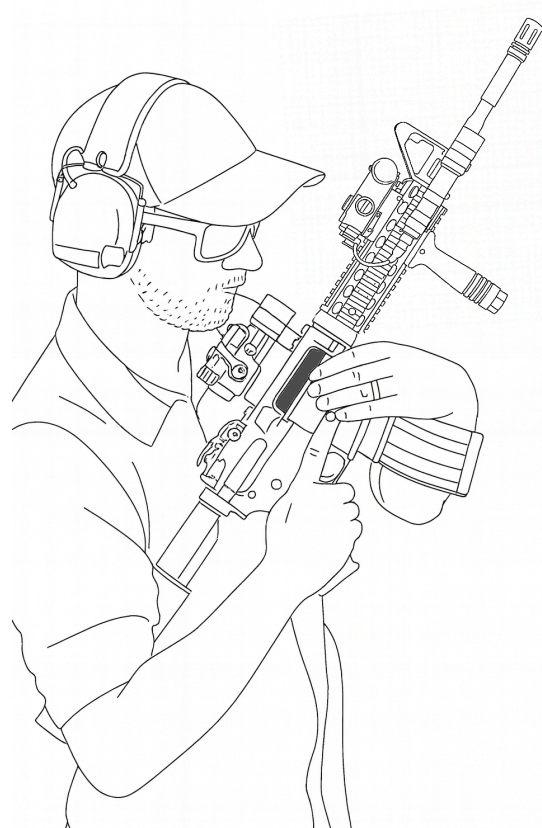
### 1 Press check



**Check** if a round is present in the chamber.



**Inspect** the magazine.



**Close** the dust cover.

**2 Loading**



**Grab** a magazine.



**Insert** the magazine firmly.  
**Check** that it is locked in place by applying a counter-pull.



**Cycle** the bolt.



### **3 Unloading**



**Remove** the magazine.



**Place** your hand under the magazine well and **cover** the ejection port with your fingers.



**Open** the bolt and **let the round drop** into your hand.



**Important note:** Perform a press check after removing the cartridges to ensure that the chamber is empty and the magazine has been removed from the weapon.



## Immediate action



**\* CLICK \***



**TAP**

The firearm fails to fire.

**Ensure** the magazine is fully seated.

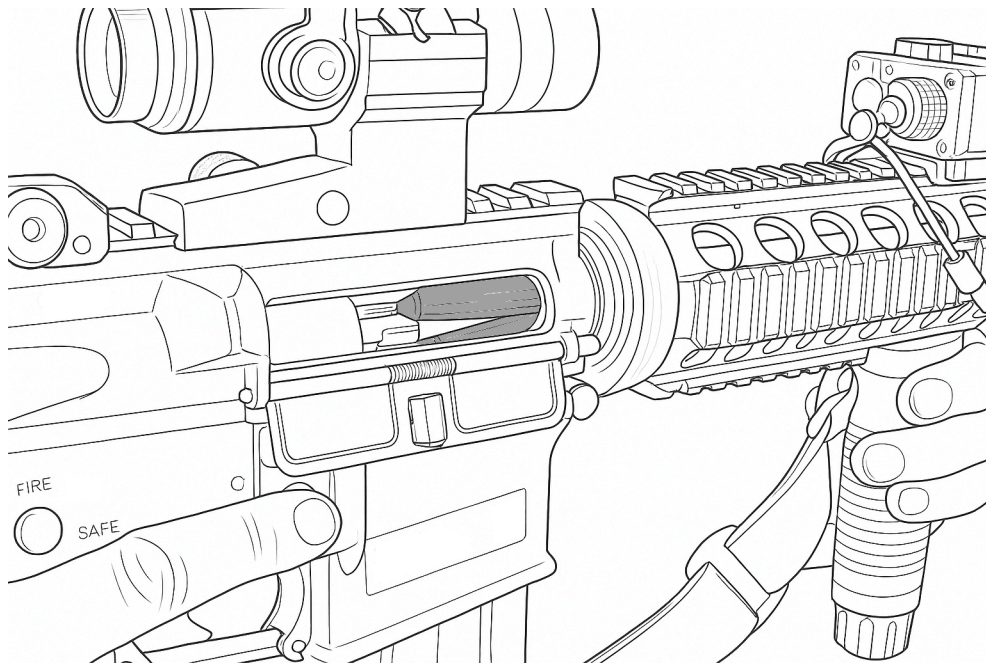


**RACK**

**Point** the ejection port toward the ground.

**Cycle** the bolt.

## Remedial Action



Example of a double feed:  
Two cartridges are blocking the chamber.



**Lock** the bolt to the rear.



**Rip out** the magazine.  
The magazine is probably the cause of the  
malfunction.  
It's best to get rid of it.



## 3 x RACK



**Point** the ejection port toward the ground.  
**Rack** 3 times (fully releasing each time).



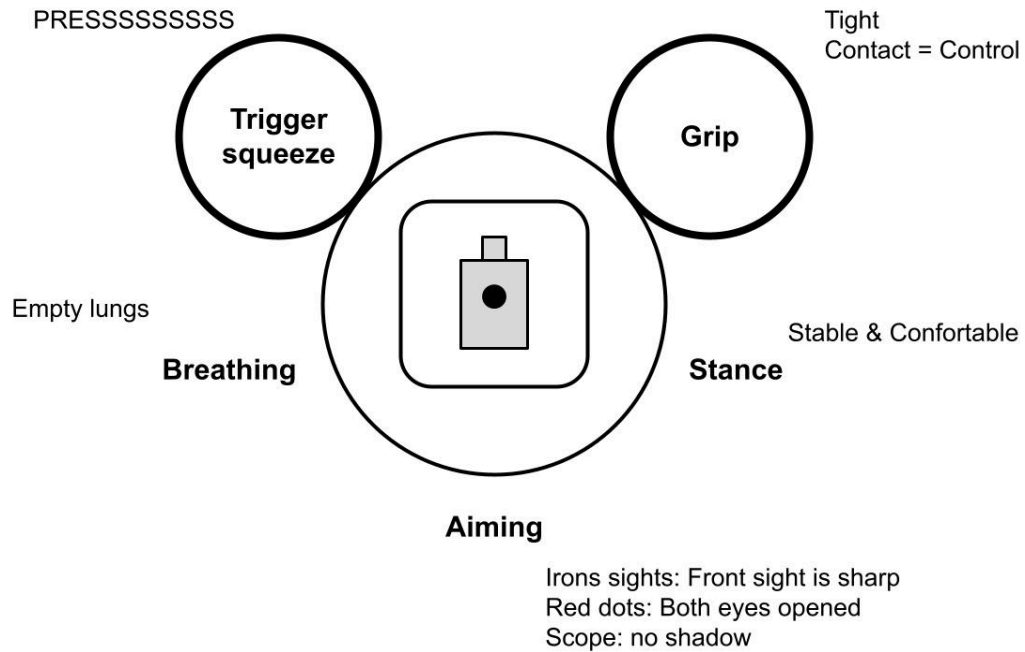
**Insert** a new magazine.



**Load.**



# The 5 Fundamental Principles of Shooting



Example of a correct firearm grip.

## 7 Chronological steps of shooting

<b>1. Positive ID</b>	Friend or Foe? Rules of engagement
<b>2. Elevation</b>	Sights to the eyes Safety off
<b>3. Aiming</b>	Distance Speed Point of aim
<b>4. Finger-Trigger</b>	Prep the trigger
<b>5. Shoot</b>	P-R-E-S-S-S-S
<b>6. Analysis</b>	Have I succeeded? No? Send again
<b>7. Scanning</b>	- Foes? - Friends? - Chief? - Status?

# The 7 Skills to Train

## Acronym: The 7D

Decide	Decide to engage with your firearm or with other means.
Discuss	Communicate with the opponent. De-escalate a situation.
Distance	Create distance from the opponent. Engage from afar.
Duck	Use cover or concealment.
Deploy	Fire while moving.
Defend	React to an opponent's attempt to seize your weapon.
Distribute	Fight multiple opponents at once.



## Contribution

If you want to contribute or access the original document, please reach out to us at:

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