

UNIT HANDBOOK

12. **⚡** PANZER DIVISION „HITLERJUGEND”



5./⚡** Panzer Aufklärungs Abteilung 12**
<http://www.12hj.com/>

A Re-enactment Unit of the California Historical Group
<http://www.chgww2.net/>

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REVISION HISTORY

Revision A 1 Aug, 2012 Original release

Revision B 18 Aug, 2012 Added notes on Field Grey tunics and photos of Field Grey caps. Corrected page numbers. Straightened out Hand / Arm Signals.

Revision C 9 Oct, 2012 Added notes on Rifle Drill and on Procedures for New Recruits

Revision D 4 Feb, 2013 Added notes on 50% attendance and consistent dues payment for ranks of Rottenführer and above; updated CHG Dues to \$25 and Unit Dues to \$40

Revision E 12 June, 2014 Added notes on Identity Discs and Uniform Insignia photos, corrected page numbers on table of contents

INTRODUCTION

Welcome to the third edition of the unit handbook! This book is designed to be used as a guide to assist you while reenacting World War Two as an SS-Grenadier in the 5. Kompanie, SS-Panzer Aufklärungs Abteilung 12, 12.SS-PanzerDivision „HITLERJUGEND”. This handbook contains valuable information on topics such as histories, uniforms, weapons, equipment regulations, unit rank structure, and award criteria that you will need to know to enhance the quality of your World War Two impression and to be a productive and accurate member of our unit.

When this reenactment unit was created in 1988, the original members set out to build the most historically accurate, highly motivated, and best organized unit in existence. Countless hours and years of research have gone into the historical and uniform part of this handbook, while decades of reenacting experience have been transferred into the administrative and organizational sections. This handbook is to be used as a strict guideline, and new information and updates will be sent out periodically. It is essential that you update your handbook every time updates are sent out to you.

The 12.SS was an elite unit, so naturally the reenactment unit of the 12.SS has to be an elite unit. The members of the 12.SS are expected to abide by the guidelines set forward here in order to accurately portray the soldiers of the original 12.SS Panzer Division. This unit never has and never will compromise its authenticity in any way, for any reason. It is simply not fair to members who have put in so much time and effort.

The main purpose of this handbook is to give members the tools with which to create the correct impression of the 12.SS Panzer Division Grenadier. The handbook will also serve as a way for new members to understand the history of the original division and the organization of the reenactment unit of the 12.SS. By using this handbook, every member can be on the same level by having the same guidelines. Having the same guidelines in mind will lead to greater camaraderie and esprit de corps. This allows all members in the unit to benefit by having more fun reenacting World War Two.

To be a member of the 12.SS (California Historical Group), a few requirements must be met:

- Pay your CHG dues (\$25 per year) on time. The club’s fiscal year runs January to December.
- Pay your unit dues (\$40 per year) on time. The unit’s fiscal year runs January to December.
- Abide by the CHG, site and 12.SS safety regulations.
- Abide by the CHG rules of engagement.
- Abide by the 12.SS authenticity standards, and obey all reasonable and lawful orders issued by superiors.
- Learn and be proficient in the unit tactics, drill (both rifle and marching), ranks, and the unit marching song.
- Maintain a realistic weight / look of a soldier.
- Be adaptive to inclement weather, long marches, running, strenuous activity, and helping your fellow Grenadiers without hesitation. Also realize that a soldier’s life can sometimes be uncomfortable.

The above points are not negotiable. Being a member of the 12.SS can be compared to being on a sports team. Each person must do their part and perform. Our unit over the years has had the highest turnouts consistently at battles, maintained the highest retention rate, and has the most reenacting experience in its membership, bar none. Consider that this has been a fact for decades. We must be doing something right. There are units out there that are easier to be members of. Most don't drill, most don't have members that hang out, nor are friends outside the hobby. Some allow all types of non-period food and items for comfort, or stay only for one day. That is not the philosophy of our unit. We fight hard and fair, and we try our best to do everything correctly. We are active, productive members of the California Historical Group. Our unit is not for everyone. So if you are looking for an easy unit to be a part of, then I would suggest trying another unit for your own enjoyment.

However, if you want to have the best reenacting experience you can, to be the best and most accurate re-enactor you can, to make friends you can count on, and to have a good time... then **WELCOME TO THE 5. Kompanie, SS-Pz.Aufkl.Abt.12!**

**SS-Obersturmführer Johann von Marck
Kompanie Chef**



RANK AND PROMOTIONS

Rank in the 12.SS is earned by attendance, contribution and performance. All new members enter the 12.SS as a Grenadier (private) and it's up to them how fast they want to achieve rank and responsibility. The 12.SS will always have a realistic balance of rank. NCO and Officer positions will be filled by appointment when the need arises. If the flow of new recruits is slow, so will be the promotions to higher positions in order to keep a historically correct ratio. It's not an effort to keep people down, but we don't want to look like some other units that have more NCO's and Officers than Grenadiers. Promotions will be given at the awards and promotions formations, usually after the fighting on Saturday. Promotions to Obergrenadier through Sturmman are automatic, meaning that with the required battle days you will be promoted to these ranks. Ranks above Sturmman are not automatic, but depend on if a position is open and whether or not the Sturmman meets the requirements of the Rottenführer. Not everyone will progress beyond Sturmman; it depends on you. If you are the type of person that just shows up, fights, and goes home...that is ok. But ranks past Sturmman require more work. Some people don't want to get that involved and are content with just fighting and being part of the team. Again, there's nothing wrong with that at all. A Rottenführer or higher is the type of person that should take the initiative to make sure things get done. If they see something not right they correct it, not just stand on the side and be told what to do. It's being proactive and helping the unit accomplish its goals, making sure the standards are followed, setting the example, etc. This is what needs to happen if you wear the rank. The same goes for NCO's and Officers. They lead by example and make things happen. They are responsible for not only leading, but training as well.

When Grenadiers address each other, they usually use the last name or first name if friends. Addressing NCO's and Officers, subordinates would use the rank (or NCO abbreviation), without "Herr". "Herr" was not used in the Waffen-SS. When addressing an officer in the Heer or Luftwaffe, Herr will be used. When referring to an NCO or Officer, a Grenadier would use the rank and last name or the abbreviated rank and last name.

SS-PANZERGRENADIER: All new members.

SS-OBERPANZERGRENADIER: 16 battle days.

SS-STURMMANN: 32 battle days.

SS-ROTTENFÜHRER: 45 Battle days. This position is appointed by the unit commanders committee and many things are taken into account such as:

- Strong attendance
- Strong recruiting effort
- High level of authenticity
- Leadership ability and responsibility
- Understanding of weapons and field safety
- Knowledge of German field tactics

The duties of the Rottenführer include but are not limited to: Assistant squad leader (Truppenführer), assumes the position of squad leader (Gruppenführer) upon the squad leader's absence, wounding, or death. He assists in training and ensuring that the Gruppenführer's orders and intent are carried out by the rest of the squad (Gruppe). The Rottenführer would lead the riflemen and the Gruppenführer would continue to direct the fire of the machinegun if the Gruppe is split for any reason.

SS-UNTERSCHARFÜHRER: Same criteria as the Rottenführer, but over a period of years. This position is appointed by the unit commanders committee.

The duties of the Unterscharführer include but not limited to: Squad leader (Gruppenführer), vehicle commander, conducts training, and makes safety inspections. He ensures that the unit's authenticity and other regulations are followed and enforced. He is responsible for his squads overall well-being such as adequate water consumption, adequate quarters in the Feldlager (camp), personnel accountability, etc. The Unterscharführer ensures that the Zugführer's and Kompanie Chef's orders and intent are carried out at all times. In short, the Unterscharführer is part of the command element of the unit. SS-Unterscharführer is classified as a junior NCO (SS-Unterführer ohne Portepe). Abbreviation = SS-Uscha. May also be referred to as "Uscha-....last name".

SS-SCHARFÜHRER: The SS-Scharführer is an NCO rank usually given to NCO's performing Kompanie level duties such as paymaster, Kompanie level administration, etc. SS-Scharführer is classified as a junior NCO (SS-Unterführer ohne Portepe).

SS-OBERSCHARFÜHRER / SS-HAUPTSCHARFÜHRER: This rank is appointed after being an SS-Unterscharführer for a number of years. These two ranks are usually seen commanding the second and or third platoon (Zug) in a Kompanie. If they are not commanding a Zug, they are the assistant commanders answering to the Zugführer, which is an SS-Untersturmführer. In the absence of officers, they take command. They ensure that the Gruppenführers are doing their job as well as commanding larger elements. If a Zug is broken down into two groups, they would take command of the second group. They are classified as Senior NCO's (SS-Unterführer mit Portepe). Abbreviation = SS-Oscha or SS-Hscha. May also be referred to as "Oscha-...last name".

SS-STURMSCHARFÜHRER: A rarely seen rank in line companies, somewhat equivalent to a warrant officer in US terms. This rank will not be used by the 12.SS.









































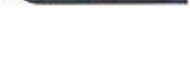


SS-UNTERSTURMFÜHRER: 2nd Lieutenant. They are typically Zugführers, Platoon leaders. In theory, each platoon was supposed to be led by an SS-Ustuf. However, due to casualties and a lack of officers during the war in most units, and especially the 12.SS there will be only one or two leading platoons in a Kompanie. They also filled the executive officer position (Kompanie second in command), which by TO&E should be a SS-Obersturmführer (1st LT.)

SS-OBERSTURMFÜHRER: 1st Lieutenant. In the Waffen-SS, this rank is supposed to be used for the executive officer position, but due to a shortage of officers they are seen as Kompanie commanders. Currently in the 12.SS (CHG) this is the highest rank, and the rank of the unit commander.

The ranks of Rottenführer and above must be retained through continuing leadership in the unit at re-enactments. If a member is unable or unwilling to do this, he may be appointed to a lower rank which is more in line with his ability. This would be voted on by the Commanders Committee.

Leadership is defined through contributing in many selfless voluntary actions including: leading in the field, supporting unit members through loaning of gear, actively improving the impressions of other unit members, providing necessary work for the unit, providing for the basic needs of unit members, and active membership in the unit (attendance at more than half of the annual CHG battles and consistently paying annual CHG and Unit Dues).

WAFFEN-SS AND HEER RANK INSIGNIA 1942-45

Rank insignia collar tab	Shoulder board	Camo Insig.	Rank of the Waffen-SS	Equivalent to the Wehrmacht (Heer)
			Reichsführer-SS	Generalfeldmarschall (OF-10) 
			SS-Oberstgruppenführer und Generaloberst der Waffen-SS	Generaloberst (OF-9) 
			SS-Obergruppenführer und General der Waffen-SS	General der Infanterie (etc.) (OF-8) 
			SS-Gruppenführer und Generalleutnant der Waffen-SS	Generalleutnant (OF-7) 
			SS-Brigadeführer und Generalmajor der Waffen-SS	Generalmajor (OF-6) 
			SS-Oberführer	No equivalent
			SS-Standartenführer	Colonel (OF-5) 
			SS-Obersturmbannführer	Lieutenant colonel (OF-4) 
			SS-Sturmbannführer	Major (OF-3) 
			SS-Hauptsturmführer	Captain 
			SS-Obersturmführer	First lieutenant 

			<u>SS-Untersturmführer</u>	<u>Lieutenant</u>	
			<u>SS-Sturmscharführer</u>	<u>Stabsfeldwebel</u>	
			<u>SS-Hauptscharführer</u>	<u>Oberfeldwebel</u>	
			<u>SS-Oberscharführer</u>	<u>Feldwebel</u> <u>(Oberfähnrich)</u>	
			<u>SS-Scharführer</u>	<u>Unterfeldwebel</u>	
			<u>SS-Unterscharführer</u>	<u>Unteroffizier</u> <u>(Fähnrich)</u>	
	No equivalent			<u>Stabsgefreiter</u>	
			<u>SS-Rottenführer</u>	<u>Obergefreiter</u>	
			<u>SS-Sturmmann</u>	<u>Gefreiter</u>	
			<u>SS-Oberschütze</u>	<u>Oberschütze</u>	
			<u>SS-Schütze</u>	<u>Soldat, Schütze,</u> <u>Grenadier</u>	

5. Aufklärungskompanie (FP.Nummer 58286) under Panzerdivision 43

4. Aufklärungskompanie after mid June 1944 under Panzerdivision 44.

(Schwere Kompanie auf Sd.Kfz.251)

01 June 1944

Vehicle type followed by vehicle ID number.

Kompanieführer Sdkfz 250/3 501

Panzerjäger-Zug (pakzug):

Zugführer Sdkfz 251/1 with (2,8cm s.Pz.B.41) 511

Sdkfz 251/1 towing (7,5cmPAK 40) 512, 513, 514

Infanterie-Geschütze-Zug

Zugführer Sdkfz 251/1 521

Sdkfz 251/1 towing (7,5cm l.i.g.18) 522, 523

Kanonenzug

Zugführer Sdkfz 251/1 531

Sdkfz 251/9 (7,5cm KwK L/24) 532, 533, 534, 535, 536, 537

Pionierzug

Zugführer Sdkfz 251/1 with (2,8cm s.Pz.B.41) 541

Sdkfz 251/7 542, 543

Heavy Kompanie summary:

1 Sdkfz 250, 17 Sdkfz 251. 28 LMG, (6) 7,5cm Kwk L/24 (halftrack mounted „Stummel”), (2) 7,5cm Inf. Guns (towed), (3) 7,5cm Pak 40 (towed), 6 Flamethrowers (pionierzug).



UNIT REGULATIONS AND AUTHENTICITY STANDARDS

As members of the 12th SS Panzer Division „*HITLERJUGEND*”, every man is expected to comply with the personal authenticity standards, rank structure, and unit regulations set forth in this handbook at all times. This is for your benefit and the benefit of others in the 12.SS. Also, our perception to others will be 100% “dead on” at all times. We are a professional group and should expect no less for the amount of time and money we put into it. As stated elsewhere in this handbook, our unit is not the easiest to be a part of; it takes more effort...but with that, you won’t end up on YouTube being “that guy” getting laughed at because you’re not squared away or looking like a farb. When you see our unit members, you won’t hear “fat re-enactors”, “what a clown show”, etc. It’s important to be squared away at all times.

General Unit Regulations

When traveling to a military installation, no insignia will be worn until the event area is reached. Some people don’t know about the hobby, some people don’t like the hobby, some people don’t like German WWII uniforms or insignia what so ever. We will not jeopardize the use of an installation or cause some type of scene because someone thinks it’s cool to show off the uniform with insignia going through a main gate of an installation. The use of an installation was lost because of this very reason in the mid 1980’s. This is not negotiable, we will not do it. It is best not to wear any insignia going into any battle site. Why possibly create a problem over something so trivial? We think it’s cool; most don’t. Keep that in mind.

Internal unit mailings and emails: As a recipient of this handbook, you agree to not pass on any unit emails or mailings to others outside the unit unless permission from the author is secured. We have a right as unit members to have internal confidential discussions amongst ourselves. Sometimes the unit leader or others will conduct polls on various topics and courses of action that are our business alone. Anyone who forwards internal unit emails or mailings without permission will be asked to leave the unit.

Any type of illegal substance is not allowed at any 12.SS or CHG event. Any violations will result in immediate dismissal from the 12.SS, and their unit dues are forfeit. Also, underage drinking is not allowed at events in our unit. The unit leadership will not be held liable.

Members under the age of 18 must have a CHG parental permission form signed and notarized before attending a 12.SS or CHG event. This is not negotiable. The form is available at the CHG website: www.chgw2.net

Conduct at public events: As stated above, most people (the public) do not like the WW2 German uniforms for various reasons. Always conduct yourself in any conversations as you are one of the guys that “have” to play the enemy. Most people who want to engage you in an argument have their own agenda and no matter how many facts you present them with or try to reason with them, they are not going to agree. They are looking for an argument and want to either put you down or identify you as a pro-Nazi or something along those lines. You will not change the persons mind. It’s best to be passive and take the line that someone has to play the enemy. Always conduct yourself as a professional and they will look the fool. This has been learned in over 27 years of public events. Someone who is genuinely interested in the display or joining the unit will have a totally different approach and are easy to spot. If the conversation is going downhill, just excuse yourself and work on some equipment or go to the latrine. You are not obligated to talk to someone until they dismiss you; you can disengage when you want. Never take what a troublemaker says personally; they have a problem, not you.

Personal enjoyment of the hobby: If you are not having a good time at events or have some issues or problems, you are encouraged to speak to an NCO or Officer to help resolve the problem. You are part of the unit and hobby to have fun. If this is not happening, it needs to be corrected. All NCO's and Officers in the 12.SS (CHG) have an open door policy for discussions.

Personal Authenticity at Events

Hair: Standard 1940's military style haircut or shorter, the hair does not touch the collar or ears. The back is tapered, with no long sideburns. Hair must be a natural looking color. If your haircut is out of specs, be prepared to get it cut on site by a non-professional or you will have to go into town and have it cut.

Facial Hair: Absolutely no facial hair in the 12.SS. What grows at the battle is acceptable, you should arrive clean shaven.

Weight and General Appearance: While attending events, your weight should be correct for a soldier. This requirement will be met before a recruit's first event, and maintained by regular members while active in the unit. There are other units that have no weight restrictions, ours does. View it as being on a professional sports team. You have to make weight to be on the team. If we dress like soldiers, we will look like soldiers. This is every Grenadier's responsibility; the unit leadership is not here to constantly hound people to conform to this regulation.

Eye Wear: Period eyewear must be obtained before the first event, contacts are authorized for use. The reproduction Dienstbrille (service glasses) is commonly available now. This is not negotiable. If you are recruiting someone who wears glasses, give them the heads up prior to the event so they can take care of it.

Watches: Either original or reproduction military or civilian watches are authorized. Modern watches are not to be worn in uniform at all.

Jewelry: period type rings only. All others must be removed.

Ear rings or piercings: While in uniform, none are allowed. Large type earrings or plugs that leave a hole larger than a standard earring are not allowed. Band aids are not authorized to cover large holes, that person is just not acceptable for our unit.

Tattoos: Any tattoos that are not covered when the uniform is worn are not allowed. Any visible tattoos on the arms, legs, etc. must be covered at all times from the time they are in uniform until the end of the event.

Language: Speaking German is not required, but highly encouraged. Every unit member should know the basic commands at a minimum as well as the unit marching song. Anything beyond that is not required but as stated above encouraged.

Non-period items in uniform: Modern clip knives, key chains, flashlights, lighters, etc. are not authorized to be carried while in uniform during an event. Correct period versions are commonly available. When viewed in uniform, nothing on your person should look out of place or non-period.

Failure to abide by the unit regulations will result in a warning and corrective action. Repeated violations will result in dismissal from the unit, as confirmed by the Unit Commanders Committee. If dismissed from the unit, unit dues are forfeit.

FINE-TUNING YOUR IMPRESSION

Our unit's watchword is: always improve your impression. This can be achieved in many ways which I will detail in this article. What is stated below is the correct German way to wear the uniform, etc.

Headgear: always wear your hat tilted to the right, some went left but the majority was to the right. Rarely did the Grenadiers wear their hats straight. Study the photos and see how they would crease it, it should not be blocked and squared away as in our modern military.

Overcoats: should be worn buttoned up, sometimes in combat you see the overcoat unbuttoned, but for the rear area such as the Feldlager or barracks it should be buttoned up completely, unless you are a Knights Cross holder.

Coveralls and trousers with drawstrings at the bottom: you should cinch the bottom of the trousers at the top of the low boot, then you roll it up and under, tucking the strings inside, giving it the correct look. Study the photos, the majority would have the bottom of the trousers or coveralls blouse over the boot top.

Belts should be worn above the lower tunic pocket, snug. When pistols were worn, the belt would sometimes slant to the side with the pistol due to the weight, but not to the point of the "gunslinger" look. When in the combat uniform, the belt should be snug also. I see allot of our men with loose belts, which looks sloppy and allows your gear to move all around. If your belt is too big, get one that fits correctly and save the large one for wear over the overcoat or winter uniform.

Canteen cups should not be hitting the gasmask canister, adjust your canister up a little bit to solve this. Also, if you want to carry extra water, stick it in your bread bag, two canteens being worn was not the norm in the German Army nor Waffen-SS.

Modern Tee-shirts should never be worn in uniform, even if you think it's completely covered, it can still be seen through the collar. Undershirt sleeves should not protrude past the tunic sleeve. In other words, not further than you would see when wearing a suit. I see people with smocks and dot tunics, with two to three inches of their undershirt sleeve sticking out. Most of the time, the Germans rolled their sleeves up, as it is rare to see them sticking out. Again, study the photos and do what was common. Photographic research is just as important as buying the gear.

The little things count also: modern lighters, modern cigarettes, etc. should have no place during the event. Why spend thousands of dollars to ruin your impression with such items? Go through all your items, ensure they are period.

Waterproofing your gear: All items that were made from cotton duck material, i.e. smocks, helmet covers, Camo caps, Zeltbahns, coveralls should be waterproofed. These items were highly prized due to their windproof and waterproof qualities. Even 44 dot uniforms received a waterproof treatment at the factory. It could mean the difference between being comfortable or miserable.

Study the way they carried their weapons, the Germans had no Port Arms, most of the time the rifle was carried in one hand at the side, or when expecting enemy contact, both hands pointing forwards. The newsreel videos are the best source for copying how they moved, carried items, etc. "Fortress Europe" from IHF is a must have video, with lots of footage of HJ division in action. HJ division footage is also available on YouTube.

German: learn as much as you can, there are “learn in your car” CD’s, computer programs, night classes, etc. Study the commands, practice the facing movements, learn as much as possible, as we only look good if everyone knows what’s going on. Learn the unit marching songs; I have them available on CD for free, with lyric sheets. It sounds weak when only a few men know Westerwald or Erika. There are 28 days between events. Use this time to learn what you should know. If you have questions, ask any NCO. Also, pick a German name, in a lot of cases you can convert your name, such as John = Johann, Matt = Mattias, etc.

K-98’s: when you load or reload, always have six rounds in your weapon. Use the stripper clip for the first five, then have some loose rounds in your pocket, take one and press it upon the fifth with your left thumb, then close the bolt, ensuring that the sixth is snapping into the bolt face as you ride it home. This extra round could be the difference between life and death.

Every Grenadier should have an I.D. disc and a Soldbuch.

Keep in mind, even the little stuff matters. Our goal: we should all be able to sit around the feldlager all weekend and not see one modern item. If everyone does their part, this can be accomplished.

UNIT DUES

A collective fund that everyone contributes to is essential to running a unit of our size. Various heavy weapons that require expensive ammunition or black powder requires a group effort of funds. The costs involved with this are too much for one person to handle. The same goes with vehicle transportation. The average cost of transporting armored vehicles is very high, both in fuel and trucking. Also, as the fund grows we purchase items that benefit the entire unit, such as a 20 man tent or a large stockpile of loaner gear that allows a prospective member to come off the street and be outfitted completely without having to borrow others personal gear. Other items that benefit the unit will be purchased in the future. Most units don't have such a fund, and the results of that are clearly evident as compared to our unit pulling together and making it possible to purchase items that would be beyond just an individual's price range. The unit is always open to suggestions on how the fund can be used, a particular item, event, etc.

The unit fund is maintained by the Unit Treasurer. The unit dues are to be paid by all members, from the Unit Leader to the newest Grenadier, with the exceptions of those under the age of 18 who are in school without a job, as well as active-duty military members who are unable to attend battles. The unit's fiscal year runs from January thru December. Dues are to be paid in January. At this time unit dues are \$40.00 per year. Compared to other organizations, this is not expensive.

Those who are not current in their unit dues are not eligible for promotions or awards. If a member continually refuses to pay after a reasonable length of time, that member will be asked to leave the unit. It is not fair for the majority to pay, and a select few not to. This applies to everyone (except for the exemptions listed above) from Officers, NCO's to EM's...regardless of time served. There is no room for those who don't want to be team players and freeload off the majority. If a financial situation arises, talk to the Unit Leader and Unit Treasurer and sometimes a solution can be worked out.

At this time, unit dues can be paid with cash, check, or PayPal. Fund balances and expenditures can be provided upon request.

WESTERWALDLIED

www.youtube.com/watch?v=8l_enfOOWVo

Heute wollen wir marschieren
Einen neuen Marsch probieren
|: In dem schönen Westerwald
Ja da pfeift der Wind so kalt. :|

Refrain:

Oh du schöner Westerwald
Über deine Höhen pfeift der Wind so kalt
Jedoch der kleinste Sonnenschein
Dringt tief in's Herz hinein.

2. Und die Gretel und der Hans
Geh'n des Sonntags gern zum Tanz
|: Weil das Tanzen Freude macht
Und das Herz im Leibe lacht. :|

Refrain

3. Ist das Tanzen dann vorbei
Gibt's gewöhnlich Keilerei
|: Und dem Bursch' den das nicht freut
Man sagt der hat kein Schneid. :|

COMMAND PHRASES

GERMAN

Angetreten!

Achtung!

Stillgestanden!

Richt Euch!

Rührt Euch!

Im Gleichschritt, Marsch!

Ohne Tritt, Marsch!

Durchdecken!

Rechts Um!

Links Um!

Kehrt Um!

Links schwenkt, Marsch!

Rechts schwenkt, Marsch!

Wegtreten!

Abteilung, Halt!

Kommando Zurück!

Weitermachen!

Vorwärts!

Das Gewehr umhängen

Aufsitzen!

Absitzen!

ENGLISH

Fall in (at attention)

Attention (on approach of an officer)

Attention (in formation)

Dress right, dress

At ease (silence not required)

Quick time march

Route step, march. Can be used from the halt

Dress and cover

Right face

Left face

About face (180 degree turn left)

Column left, march

Column right, march

Dismissed

Squad, halt

As you were (to revoke a command)

Carry on

Forward

Sling arms (right shoulder)

Mount up

Dismount

PROCEDURES FOR NEW RECRUITS

Each new potential member should have a current member of the 12.SS as his point of contact, and have been met in person before the first event to ensure that he meets the unit standards such as: height to weight ratio, hair, tattoos, earrings or other piercings, eyeglasses, basic character evaluation (as best as possible), etc. If the recruit seems like a good potential member, give him access to the following information as soon as possible so they can be “up to speed” when they show up to their first event and they know what to expect beforehand.

Inform them that this hobby is not cheap; give them estimates of the cost of blanks, equipment, uniforms, battle fees, etc.

Give them access to the unit handbook ASAP. The easiest way is by sending them the zip file. Inform them to study the commands, drill, period camping, etc. Once the recruit is a paid unit member, then they will be given the password for the documents page.

Give them the CHG website address and have them read both the safety rules and rules of engagement on the club website, before the event.

Find out what gear they need, what size uniform, hat size, and shoe size so we can ensure that the correct size gear will be there for them. If they seem really motivated, have them purchase their boots first (and blacken them if not already done so). We need these sizes as far in advance as possible. Doing this at the last minute or at the battle helps no one. For example, if the boots are not available, they will not go to the field with non-period boots.

Give them a heads up on the weather situation, especially night time temperatures in the colder months so they can bring adequate sleeping gear, etc.

If time permits, train him up yourself on an afternoon or two on basic drill, safety, and battle tactics. The better educated they are at their first event, the better we operate and look to others.

If a new recruit is coming out and needs to be issued gear, weapon, etc. it needs to be done Friday night at the latest. No more Saturday 08:15 rush jobs. It's not fair to the unit quartermaster or to the recruit.

We have first timers at almost every event, and most of the time they have no idea how to march, the commands, or really what is going on. We need to prepare them PRIOR to the first event as best we can. Think of it like the WEL pre-division training the recruits went through. By you instructing them on the basics, you will in turn become even more proficient. In the future, we should have no one raise their hand when the Kompanie Chef asks if anyone is not familiar with the rules of engagement, safety, how to operate their K98, etc.

Rifle Drill

GEWEHR, AB! (*Rifle, Down*)

ge-VAIR, ab!

When ordered to "Angetreten" (Fall in), always stand at "Order Arms" and at "Attention" with heels together and toes out at a slightly less than 90-degree angle. The weapon is held on the right side with butt plate on the ground next to the right foot. The lower end of the butt plate should be aligned with the right toe of your boot. Right hand fingers should be extended and joined, grasping the rifle at the top barrel band with knuckles facing the front, elbow slightly out from the side. Left arm in the "Attention" position with palm of hand on upper thigh and elbow slightly out from the side.



Note: men with weapons other than the rifle should fall in as follows:

1. **Maschinenpistole / Sturmgewehr** - Gewehr, Umhangen (sling arms, right shoulder).
2. **Machinengewehr** - Weapons grounded with bipod on right side of gunner.
3. **Granatwerfer** - Mortar is placed directly in front of the last man in the mortar team.
4. **Panzerfaust** or **Schreck** - Grounded on the right side of gunner with the front end forward.
5. **Ammunition Boxes** - Grounded to the bearer's right side with the latched end forward and the end of the box even with the muzzle end of the machine gun.

DAS GEWEHR, ÜBER! (*The Rifle, Up*)*das ge-VAIR, oober!*

The German army shouldered the rifle to the left shoulder instead of to the right unlike many other armies of the world. From the "Ab" (order) position, the weapon is brought directly in front of the body with the right hand just below the chin and the left hand catching the rifle just below the right. The weapon is approximately one foot from the chest and in line with the tunic buttons. The bolt of the rifle is facing to the soldier's right and the left side of the weapon is toward the body. To move the weapon to the left shoulder, the right hand drops to the bolt, rotates the rifle 90 degrees counterclockwise while simultaneously moving the left hand to the butt of the stock and raising the weapon onto the left shoulder. The trigger guard should be at just about the armpit. When the weapon is correctly placed on the left shoulder, the heel of the butt is pulled in against the side of the body just below the belt of the tunic, and the left elbow is slightly out from the body. The weapon should appear nearly vertical to the body. At the moment the weapon is in place, the right hand is dropped sharply to the right side, returning to the "Attention" position.



Grundstellung!



Tempo 1.



Tempo 1.
(von der Seite gesehen).



Tempo 2.



Tempo 3.
„Das Gewehr — über!“



Tempo 4.

Note: when this command is given, the following weapon in addition to the rifle is affected:

1. **Maschinengewehr** - Left shoulder arms with pistol grip resting on chest and left hand supporting butt stock as with the rifle.



2. All other weapons and boxes remain where they are positioned.

ACHTUNG! PRÄSENTIERT DAS - GEWEHR!
(Attention! Present the, Rifle)

akh'-tung! Pray-sen-TEERT, das ge-VAIR!

This command was only given when the soldier was at "Left Shoulder Arms." At the command bring the right hand up to the comb of the stock with fingers extended and joined, and simultaneously rotate the butt of the weapon with the left hand 90 degrees in a clockwise motion. This will place the right side of the weapon facing away from the body and the left against the body. Rotate the weapon another 90 degrees clockwise with the right hand which was on the comb of the stock and at the same time release the butt of the stock with the left hand. Move the left hand up along the left side of the stock and grasp the weapon next to the lower sight. The left hand should have fingers extended and joined with knuckles facing away from the body and the thumb pointing up along the left side of the weapon. Simply straighten the extended and joined four fingers of the right hand just below the trigger guard, leaving the thumb up under the bolt next to the body. Weapon location should be directly over the left breast pocket parallel to the body with trigger guard facing away from the body. The top barrel band should be level with and centered on the left eye.



Tempo 1.



Tempo 2.
 (präsentiertes Gewehr)

„Präsentiert das — Gewehr!“



Präsentiertes Gewehr.
 (von der Seite gesehen)

DAS GEWEHR, ÜBER! from "Present Arms" (*The Rifle, Up*)*das ge-VAIR, oober!*

After "Present Arms," the soldier is ordered to the "Left Shoulder Arms" position. It is done in near reverse order. Release the left hand and move it back down to the butt of the stock while simultaneously rotating the weapon 180 degrees, counterclockwise, with the right hand still on the comb of the stock. With the left hand on the butt of the stock and the right hand as a guide, place the weapon back on the left shoulder. When the rifle is in place, bring the right hand sharply back to the side in the position of "Attention."

GEWEHR, AB! from "Left Shoulder Arms" (*Rifle, Down*)*ge-VAIR, ab!*

This command is given while at "Das Gewehr, Über" (Left Shoulder Arms). It enables the soldier to bring the rifle from the left shoulder and place the butt of the rifle on the ground. At the command, simultaneously drop the left arm, rotate the rifle to the right and grasp and top barrel band with the right hand. Then, release the rifle stock with the left hand and simultaneously swing the rifle to the right, with the right forearm parallel to the ground. The last movement is to place the butt of the rifle onto the ground, even with the toe of the right foot.

**Tempo 1.****Tempo 2—3.
„Gewehr — ab!“****Tempo 3.
(Grundstellung)**

GEWEHR, UMHÄNGEN! (*Rifle, Hang*)

ge-VAIR, oom-haehng-en!



Tempo 1.



Tempo 2.



Tempo 3.

This command is only given when weapons are at "Ab" (order arms). At the command, the sling is loosened and the weapon is slung over the right shoulder. The right hand should hold the sling up near the right breast pocket with the thump running up the inside of the sling and the elbow should be pulled into the side.

Note: when this command is given, the following weapons in addition to the rifle are affected:

1. **Maschinengewehr** - Slung over right shoulder, barrel up, and bipod folded.



2. **Granatwerfer** - Carried on the right side of the soldier by the base plate.

Post-war Rifle Drill Videos:

<http://www.youtube.com/watch?v=TzefmHOFeZ0&NR=1>

<http://www.youtube.com/watch?v=FQtSm2y8WuA&feature=related>

CLOSE ORDER DRILL

STILLGESTANDEN! (*Attention*)

SHTILL-ge-Shtan-din!

Body rigid, heels together, and toes at slightly LESS than 45-degree angle of each other, hands with palms flat against upper thighs, elbows out slightly from the body, and eyes front. Movement on this command is on the first syllable of "Still" and the feet should be coming together by the syllable "stand".

An example of a formation with the soldiers at "Stillgestanden," the men are aligned abreast of their *Gruppenführer*, who is on the formation's right, hands down at their sides, palms flat against the upper thighs, and elbows slightly away from the body. Feet are together at the heels, and toes at slightly LESS than 45-degree angles. Immediately behind the 1. *Gruppe* is the out line of the 2. *Gruppe*, who falls in directly behind.

Important: when you speak of the right or the left of formation, you are speaking as if you are standing within the formation. The officer or NCO giving commands must take this into consideration before executing movement. For example, if the NCO gives "Rechts Um!" it would be the formation's right in which he is commanding them to turn, not toward his right.

ANGETRETEN! (*Fall in at a position of attention*)

AHN-ge-tray-ten!



(Zug, Gruppe, etc...) - RICHT EUCH! (*Dress right dress*)*risht OYch!*

While at attention, snap the head sharply to the right, and dress (align body and feet) off the *Flügelmann* (right marker) with short, sharp shuffles of the feet. The *Flügelmann* is the rightmost, front man, and he does not turn his head. (If there are men behind him, they do not turn their heads either). The *Gruppenführer* would only be the *Flügelmann* if the *Zugführer* (*Platoon Leader*) was calling the formation, otherwise it is always the front, right man.



When shuffling into position, move to the state known as *Tuchführung* (literally, cloth touching) where the cloth of your elbow is every so slightly touching the cloth of the man to your right. Do not press into the man beside you. DO NOT move your arms, or raise your hands, or make a fist. 1940s German drill does NOT use "elbow dressing" where the right arm is raised (this is post-war).

As soon as you are dressed off the *Flügelmann*, remain at the position of attention and keep the eyes to the right. Men in the second and third *Linie* (rank) must also be able to move their eyes to the man in front of them and align their body with his. Await the "Augen -- Geradeaus!" command.

AUGEN -- GERADEAUS! (*Ready, front*)*OW-gen ge-rah-deh - OWS!*

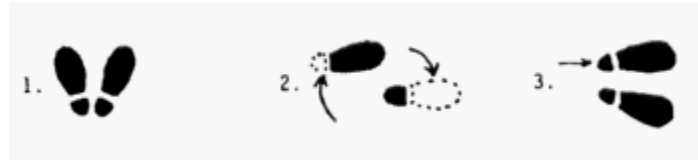
From the eyes right position, sharply bring the head forward.

RÜHRT EUCH! (*At ease*)*Roehrt oysh!*

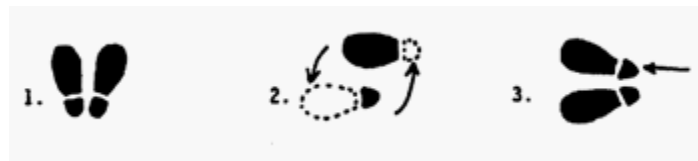
At the command, the feet are moved to shoulder width apart, left foot slightly forward of the right, rest weight on the right leg, arms hanging down to the sides with hands relaxed. Speak only if permission is given.

RECHTS -- UM! (*Right face*)*Reschts -- um!*

Rotate to the right by turning on the right heel while turning and pushing to the right with the ball of the left foot. After facing is completed, bring left foot in line with the right, assuming the position of attention. Do not leave a pause between the turn and the bringing forward of the foot, rather executing them as a single movement, one flowing directly into the other.

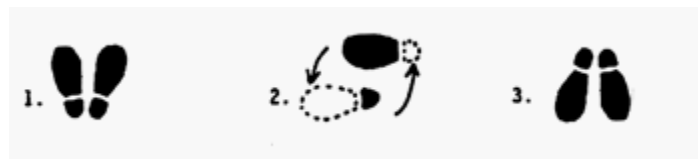
**LINKS -- UM!** (*Left face*)*links -- um!*

Rotate to the left by turning on the left heel with the ball of the right foot. After the facing movement is completed, bring the right foot in line with the left, assuming the position of attention. Do not leave a pause between the turn and the bringing forward of the foot, rather executing them as a single movement, one flowing directly into the other.

**KEHRT -- UM!** (*About face*)*kayert -- um!*

This command is for the individual soldier only. It is used for practice, or for small formations such as an *Ehrenwach* (honor guard) and such. When turning around a formation from *Gruppe* to *Kompanie*, use the "Ganze Abteilung -- Kehrt!" command instead.

At the command, rotate to the left by turning on the left heel with the ball of the right foot 180 degrees. After the facing movement is completed, bring the right foot in line with the left, assuming the position of attention (basically a left face, but all the around).

**WEGTRETEN!** (*Fall out*)*VAYG-tre-tin*

You are dismissed from the formation.

AUGEN -- RECHTS! (*Eyes right*)*OW-gen -- Reschts!*

At the command, the head and eyes snap to the right without moving the body. Hold this position until ordered to "front."

If the eyes are to be moved right for an inspection, the command is "Zur Meldung -- Augen -- Rechts!" at which point everyone, INCLUDING the *Flügelmann*, turn their eyes to the right. As the inspecting officer approaches, each man keeps his "nose on the man" by following the passing of the officer with his head. When the officer is directly in front of each man, that man counts five more steps from the officer before he snaps his head to the front. This is only for inspection. Otherwise, "Augen -- Rechts" position is held until "Augen -- Geradeaus" is given.

Die AUGEN -- LINKS! (*Eyes left*)*dee OW-gen -- links!*

Same as for "Augen, rechts" except to the left.

(Zug, Gruppe, etc...) - MARSCH! (*Platoon, Squad, etc..., march*)*... - marsh!*

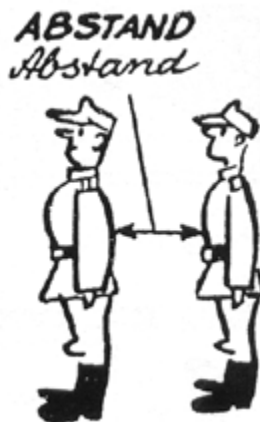
This command needs to be preceded with one of two commands:

"Gruppe -- Im Gleichschritt -- Marsch!" (Group -- In step -- March!)

"Gruppe -- Ohne Tritt -- Marsch" (Group -- Without step -- March!)

At the Gruppe level, Reihe and Doppelreihe are usually without step. Marschkolonne is usually in step.

At the command, the soldier steps off with the left foot, taking a full step. Note that hands must be flat, and swung up to the belt buckle, then naturally allowed to fall back. German marching steps are long at 80cm (32 inches) at the cadence is 114 steps per minute. The *Abstand* (front to back spacing) is also 80cm between men.



OHNE TRITT - MARSCH! (*Route step, march*)

Ohneh trit - marsh!

Already covered above in *Marsch!*, since it is one of two types of marching.. This command is used when terrain is encountered that is impractical for marching in step.

IM LAUFSCHRITT - MARSCH! (*Double-time, march*)

Im lauf-shritt - marsh!

March at twice the speed.

(Zug, Gruppe, etc...) - HALT! (*Platoon, Squad, etc..., halt*)

... - halt!

The halt is ALWAYS called on the right foot, and there is ALWAYS just one more step with the left foot before bringing the now trailing right into line.



German Drill Tips:

Don't lock your knees when standing in formation.

Always start marching with left foot first. Get in the habit of starting any walking with your left foot first.

Always left foot first!

When the command "Im Gleichschritt, Marsch" is given, left foot first. Everyone must move their left foot first on the command "marsch". Unlike the US military, which had an accordion effect, in the German Army, everyone takes that first step at the same time. You must trust the man in front of you to do this as well. Then the whole formation moves at once with everyone in step. **DON'T WAIT FOR THE MAN IN FRONT OF YOU TO TAKE A STEP.** Everyone moves at "marsch".

32" steps. Some of the taller people have to shorten their steps, some of the shorter people have to step it out.

"The man on the right is always right" (correct). This means, when marching you use your peripheral vision and stay in line with the man on your right. The man on the far right sets the distance from the man in front of him, roughly an arm's length. **ALWAYS BE IN LINE WITH THE MAN TO YOUR RIGHT, ALWAYS.**

When marching, march from your hips down. What this means is your upper body and head should not be bouncing up and down when you walk. Practice this when you walk.

When you march or are at the position of attention, you should be eyes front at all times, silent and still as a statue...but not daydreaming which is easy to do when standing in formation. You should always be alert for the next command.

Most of the German rifle drill commands are unique in the preparatory part of the command. For example: If you hear "Achtung..." there is only one command that follows: present arms (praesent das gewehr). If you hear "Gewehr..." only one command would follow: order arms (ab!), etc. On parade, we will not sling arms, so if you hear "das Gewehr...", it would follow with "uber" which is left shoulder arms.

There is only left shoulder arms in the German Army (Waffen-SS), which is "das Gewehr, uber!"

If you find yourself out of step when marching you execute a "stutter step". Don't stretch out your steps to get back in.

When marching with the rifle at das Gewehr uber (left shoulder arms), swing your right hand. It should be at the apex of the swing as your left foot is hitting the ground. Study the video footage of the Waffen-SS marching.

To properly stop while marching: When the command "Abteilung Halt!" is given, it will be given on the right foot always. "Abteilung" on the first right step, "halt" on the second right step. After "halt" is given on the second right step, you will take an additional step with the left foot. Then the right foot will stop in line with the left at the position of attention.

When you fall in with a rifle, upon the command “Abteilung Angetreten” your rifle should be at Gewehr ab (order arms).

When you fall in with an MP40, it is to be slung on your right shoulder with the muzzle up, the same as a rifle. The MP is always stays slung on the shoulder during rifle drill and when marching in formation. When you are out in the field, you may carry the MP in any historically correct manner.

Hand / Arm Signals

1.



Arm held high
A) By Leader
Achtung (attention)
B) By Ass. Leader
Understand or ready or ready to move

2.



Arm held high and brought down once
A) At the halt
Fall in or come to me
B) On the move
Faster or quicker movement

3.



Arm held at the shoulder and moved once in the direction wanted
A) Right arm
To the right
B) Left arm
To the left

4.



Arm held high and brought from outer position closer to the head
A) On the line of march
"At ease"
B) At "at ease"
Form up in line of march

5.



Arm held high and brought slowly down sideways
Slower

6.



Arm held high and brought down in a sharp action
A) On the move
Halt
B) At the halt
Sit (not needed if already sitting)

7.



High held arm brought deeply down and forward
"Lie down"

8.



Point with arm in a direction (on movement)
Follow this way

9.



Swing arm in front of the body
A) At loading and unloading weapons
Clear weapons or stack weapons for work
(Signal Troops)
B) At the halt
Sit (not needed if already sitting)

10.



Fist held at chest, brought out straight with a sharp movement
"Take cover" (From planes)

11.



Arm held over head, moving in a circular motion
Prepare for next action

12.



Both arms held out
Position (Firing positions)

13.



Arm stretched out and swung in a circular motion

A) In open order

Collect

B) In closed order sitting (in vehicles)

Fall in without vehicles

14.



Arm crossed in front of chest

Stack rifles

15.



Wobble high held hand

"Leaders of smaller units to me"

16.



Headgear held high

Here we are

17.



Rifle stretched over head
"Area clear of enemy"

18.



Rifle held over head with two hands
"Area not clear of enemy"

19.



Spade held high
A) Given from the front
We are digging in
B) Given from the rear
Dig in

20.



Ammo can held high
Ammunition forward

Notes on squad Level tactics

Part one

This article is based upon WWII German squad (Gruppe) tactics modified by re-enacting limitations. What I mean by re-enacting limitations is that we don't fire live ammo.

First thing to keep in mind is that blank fire and taking hits from it, is based on line of sight. In most cases, your target must be looking at you to realize he is being engaged, and take a hit or force him to take cover. One tactic I use if the target is not looking at me, is to fire one round at him to get his attention, when they look in your direction, I fire again. You must reload quickly (bolt action) after the first. Always top off your ammo whenever possible. In addition to your stripper clips or magazines, keep some loose rounds to top off during a lull. Use a cloth bag to carry the ammo, which you can tightly wrap upon itself, so you don't make noise with the loose rounds as you move. Keep in mind, a K-98 is not fully loaded unless you have six rounds in it.

Since line of sight is such a large factor in re-enacting "combat", use the intervening cover and concealment to your advantage when advancing. Example: If you sight an enemy rifleman at 90 meters, move left or right to position any trees or objects that may block HIS line of sight on you as you advance. Always keep your eye on his position, in case he shifts as you are moving up. Also, as you advance, occasionally check your flanks as you move.

Bound from cover to cover or low crawl when the situation warrants it. The Germans referred to this type of movement as "creeping forward like an (American) Indian".

When possible, hand grenades are to be carried. During the final phase of the assault, lob (not line drive) grenades into areas you suspect the enemy may occupy which are out of your line of sight. Grenades are used to good effect to clear areas, and may be re-used within the specified time per the rules of engagement. Do not throw grenades at Tanks. Open top halftracks and armored cars are ok, but again, lob them.

Always work with your Gruppe. Keep contact with the men on your flanks and keep an eye out for further commands from the Gruppenführer (squad leader). Communicate what you see; you might see something your leader doesn't. Before an operation, the Gruppenführer will brief the men in his Gruppe on the mission and ensure everyone understands it. Also notice the chain of command in the Gruppe, in case the leadership gets hit or separated. The number one priority, AT ALL COSTS is to accomplish the mission, whether attacking or defending. That is why it's critical that all the men in the Gruppe know what the mission is.

Cover and concealment: Cover will stop bullets and grenade fragments, concealment obscures sight. It's best to have both. When defending, you should always improve your cover; you front first, then your flanks, then the rear, as time permits. That is why it's important to carry your shovel. Good cover can negate close grenade hits as well. A combination of a quick fighting hole 6" deep combined with some rocks or logs can mean your survival vs. concentrated rifle fire and near misses from grenades.

Concealing your position is also important. However, when you engage from your position, keep in mind that the enemy must see your muzzle flash to take hits. In other words, if you have a heavy screen of brush in front of you, your muzzle should protrude past it when you engage. Your muzzle flash is very important to score hits. Again, re-enacting vs. real combat. In reality, you would just blast through the brush. Always keep in mind: line of sight.

Always be aggressive, in both the attack and defense. ALWAYS remember we are portraying the Waffen-SS, by far the most aggressive attackers and defenders during the war. Always obey the commands from superiors, and always seek the advantage in combat within the boundaries of your orders and playing by the CHG rules of engagement. During the final rush of the assault, you should be yelling to instill fear in our opponents. It also boosts morale in the entire Gruppe. This is even detailed in the Panzergrenadier manual. That shows how important it was to the Panzergrenadiers in the assault.

VEHICLE PROCEDURES AND SAFETY

All types of vehicles: Local speed limits will be followed at all times. Soft skin vehicles (Kubels, Trucks, Motorcycles, etc.) are not to drive through or weave in and out of armored vehicle columns. When in column, proper intervals should be maintained, especially if there is heavy dust obscuration on the roads. If a vehicle needs to stop for any reason, it is to pull over as far and safe as possible so that follow on vehicles are not blocked or a danger close situation is created. Keep in mind that most vintage vehicles do not stop on a dime like modern vehicles. When driving off road, always keep a look out for any infantry that might be in close proximity. Know the limits and capabilities of your vehicle in regards to cornering, driving off road, overturning, etc. When in doubt, take it slow or avoid an area that you suspect could get your vehicle stuck. Walking the ground is also a good idea if you are unsure of what's ahead. In soft or muddy terrain, air down your tires, it will give you a better chance on staying on top of the terrain and better traction.

Always give armored vehicles a wide berth, and don't follow too closely if they are taking a steep grade. If they can't make it, they might have to back down, or roll back. The same thing applies to trucks with heavy loads. Always keep a safe interval.

Fuel: If you are assisting a driver with refueling operations, know what type of fuel the vehicle takes. Most vehicles are gas and some are diesel such as the Halftracks (converted OT-810). If you are unsure of the contents of a fuel can, ask and make sure of the type before pouring it in. Always top off your vehicle prior to the event.

Tools and equipment: Return any tools to the vehicle that they came from. When clearing vehicles for the night, always ask the vehicle commander if you are unsure of items that should be taken. Cans of starting fluid, ammo, or anything that might seem to you as trash like a piece of wire, rope, or anything else, could be something that is critically needed to operate that vehicle or weapon system. When in doubt, ask.

Do not lean weapons or equipment on, in front of, or behind vehicles. If a vehicle has to leave suddenly, the driver might not see that K98 or helmet on the other side, and crush it.

If you have to park on a grade, do your best to chock block it. Also, do not take a break behind or in-front of a vehicle on any type of grade. The same goes when bivouacking in the field.

Motorcycles (with and w/o sidecar): Helmets will be worn at all times by both the driver and any passengers. Good serviceable tires are critical to safe operation. If the rubber has become hard, slick or worn down, replace them. Check all your fittings for tightness before each battle or days driving, (bolts, nuts, etc). Check the spring return action on the throttle, if you let go of it, it should spring back to the forward position. If it doesn't, it's unsafe to drive. Motorcycles with sidecars have a different center of gravity than solo bikes, especially in right hand turns. Drivers and passengers on bike and sidecars should lean into the turns, the faster and tighter the turn, the more you need to lean into it to keep the center of gravity on the bike. Leaning also makes the turns easier on the driver. It takes time to get used to a sidecar, take your time learning it.

Trucks: As a driver, you must realize that a fully laden truck will take a longer distance to stop than empty. With a full load of Grenadiers, the driver has a responsibility to know the capabilities of the vehicle. Always keep your intervals so you have sufficient reaction time to unforeseen events. When possible, have a co-driver that can spot for you on right side clearance, right side traffic clearances, and lane changes. If you have a load of Grenadiers, assign ONE man to be your rear lookout when backing up, making sure everyone is seated and clear before moving, etc. If one man is not assigned, you will have all kinds of people shouting things at once. Choose the highest ranking man in the back, and if you are that man, sound off so the driver can hear you and take charge of the men in the back, ensure equipment is secured, the tailgate is secured, etc. The goal is zero accidents.

Halftracks (SDKFZ 251 series): As a driver, like the other vehicles, know the capabilities of yours. When in doubt of the terrain, send someone out on foot to check it. Ditches that look shallow to your point of view, might actually be deeper than you thought, etc. Always keep a safe and tactical interval, especially in column going up or down grades. Good communication between the driver and commander is essential for safe and proficient operation. As a track commander you must realize that your field of vision and awareness is greater than the driver. Don't assume that he sees everything you do. Give directions as often as needed, overkill with directions is better than an accident or not being tactically efficient in the fight. The track commander is in command of that vehicle, not the driver due to the field of vision mentioned earlier and tactical reasons as well. The commander should assign a rear man to perform the duties similar to that of the rear man on a truck, such as backing up, double checking the sides prior to movement, etc. For safety and tactical reasons, grenadiers should remain seated at all times in combat. It's the commander's discretion if passengers can stand up during non-combat moves over smooth terrain or on roads. Over rough terrain, they should be seated at all times regardless of being engaged in combat.

Grenadiers when deployed are not to use the halftrack as cover. They should deploy left or right away from the vehicle. Once deployed, that track might make movements to give better cover fire or to seek cover from heavy weapons. Never assume that the commander can see exactly where you are, keep YOUR situational awareness high at all times when operating around armored vehicles, friendly or enemy. Keep in mind, unlike a wheeled vehicle, if your hand, arm, foot or any other body part gets crushed by a track or road wheel, it's done, there's no reconstructive surgery that will save it. If you get hit or killed (blank fire etc) within 50 yards of armored vehicles, don't lay on the ground. Stand up, remove your helmet, and fall back to a casualty collection point or safe area.

WEAPON MAINTENANCE GUIDE

The purpose of this guide is to provide the unit members of the 5.Kompanie with the knowledge on proper maintenance of the various weapon systems used by our unit. This guide should be printed out and kept, and amended as updates become available. Also, it is everyone's responsibility to pass it on to any new members. Personal and crew served weapons are to be clean, correctly lubricated, and properly functioning before any event. If your weapon fails to function due to a lack of maintenance, you are useless to the fight and to the unit.

Blank fire weapons: Blank ammunition creates more carbon build up than regular live rounds, and they generate at least the same amount of heat, if not more. Also, blanks are loaded with more powder than live rounds. Therefore, weapons require more cleaning than those which only fire live ammo. If you have a semi-auto and change to another vendor's blanks, the blank adapter hole size should be of a larger size, and worked down to where the weapon operates efficiently. Using blanks of an unknown powder charge could result in a broken weapon and / or injury to yourself or others.

Cleaners, oils, and lubricants: Thin oils such as Rem-oil, 3 in 1, WD-40 should not be used as lubricants at all. WD-40 (water displacement 40) should only be used to remove water from weapons, then completely wiped down. Also Cosmoline removal (see below). WD-40 is very flammable.

Recommended oil / lube: Slip 2000, Balistol, Break Free CLP. Balistol can be also used on wood and leather to keep it in shape and waterproof. Carbon Killer from Slip 2000 is also great for removing baked on carbon deposits. The more CLP and Slip 2000 is used, it builds up a base on the weapon. An online search can be done for vendors that sell Balistol or Slip 2000.

Recommend Tools: Surplus M-16 brush, dental pick, Q-tips (for hard to reach areas), cleaning rods / bore brushes, and bore cleaning patches. Pipe cleaners are good for cleaning firing pin holes.

Soak down all the dirty / carboned up parts, a day or two before if possible, keeping the baked on carbon wet at all times. This will help with the removal of the carbon.

Blank fire adapters should be cleaned, inside and out. A dental pick is to be used to clean out the threads on the adapter, and the threads inside the barrel. If left unchecked, your BFA will weld into the barrel. The hole in the BFA should also be cleaned every time. If carbon is allowed to build up time after time, it will decrease the size of the hole, and produce more blow back than needed.

Extractors: This is a very important part on the bolt, and when it malfunctions it will usually leave a shell case in the weapons chamber or not eject the case properly. Clean the underside of the extractor where it grabs onto the shell base with a dental pick, and make sure this area of the extractor is dry when reassembling the weapon or it will slip off the base. Check it for wear, chips or cracks.

Cosmoline: Most of the surplus K-98's are loaded up with it, and it all has to be removed. WD-40 melts cosmoline pretty good. Get rid of it all, or it will bake on when your weapon gets hot, and it attracts dirt. Cosmoline is a long term storage compound, not a drop should be on an operational weapon, anywhere. If you don't know what it looks like, it's a sticky, usually brown colored grease type compound that also stinks.

Chambers: Barrel chambers are another critical area, and must be kept very clean, especially the area where the shoulder of the round meets the chamber shoulder. When this get gummed up, you will experience the bolt having trouble correctly locking up. Do not keep oil in the chamber, it can create a hydraulic effect and possibly weaken or burst the chamber.

Magazines should be disassembled, cleaned and reassembled. Do not keep oil on the internals, as it will attract dirt and dust. Pay special attention to the underside of the magazine lips.

K-98: Clean all internals. Disassemble the bolt, especially if you just received it. Chances are, the inside of the bolt is loaded up with Cosmoline. Lightly lube the locking lugs, and areas of the bolt with wear marks. The area where the bolt locking lugs engage (locking lug recess in the barrel) must be clean, or you will experience problems locking the bolt. Lightly lube the internals of the bolt as well. Excess lube on the external surface of the bolt will attract dirt. After a rain battle, remove the receiver / barrel group, trigger and magazine assembly from the stock and oil all surfaces. Also apply Balistol or wood oil to the stock, as water will dry it out.

G-43: Basically the same procedures as the K-98. The Safety “C” clip has to be installed or the weapon should not be fired. Without it, the bolt can come out of the receiver during firing, and strike you in the face. Completely disassemble the bolt, clean and keep all parts lubed before firing. The gas system has to be cleaned after every battle, and if you have the time, after each day’s combat. The piston should be kept dry before firing. Lube all wear points and the springs. Do not remove the extractor in the field, only in a controlled environment like a laid out towel, due to the small size of the extractor, retaining screw and the spring. Clean out the inside of the firing pin carrier, and inspect for wear. Firing pin carriers tend to wear out quickly, so keep it lubed at all times.

P-38 / P-08: Same cleaning as the above weapons. It is very important on blank adapted pistols to remove and clean the BFA and threads every time. With a short barrel and heat, the BFA can become “welded” after a couple of battles. Lightly oil the internals, paying attention to wear marks.

TNW Semi-MG-34: The belt fed weapons usually fire upwards of 1,000 rounds + per event, so they must be aggressively cleaned. Disassemble completely, and let all the parts (including the inside of the barrel, barrel extension / locking lug recess, the receiver interior, etc.) soak for a day or two. A dental pick is a must have item for the MG-34. Depending on what barrel / BFA setup you have, the “piston rings” at the end of the barrel, on either the original or two piece barrel must be scraped clean of all carbon deposits. It’s a good idea to soak these areas well to help with this, as it bakes on the hardest here. The flash-hider and the threads on it and the barrel extension also get hit with carbon and you’ll need a dental pick. Critical areas are the locking lug recess in the barrel extension, the bolt, extractor, chamber, and the feed mechanism inside the feed tray cover. When cleaning the inside of the receiver, use caution as some of the inside edges, especially the one under the charging handle slot are razor sharp and will cut you badly, I know from personal experience. Take your time in cleaning and do it completely, so it won’t fail you in battle. On average to completely clean a light machine gun, it takes a good two days.

The MG belts also need to be cleaned inside and out, as dirt and sand collect on them. After they are cleaned, lightly oil, and then wipe them down with a clean rag.

When the MG is completely clean and ready for use, lube all moving parts. MG's are to be run "wet", even in the desert. A lubed gun with sand will still run, unlike the false information of running them dry in the desert. A dry gun with sand will not do the job. Also lube the contact points along the rails inside the receiver, the operating spring, feed system, a light coat in the locking lug recesses. Keep the feed tray dry. Bring a few rags with you in your gunner's kit, and some oil. During lulls in the battle, clean off and re-lube the bolt, and inside the locking lug recesses and any other areas with dirt. After you apply lube to the weapon, cycle it a few times, then add a little more.

Semi-auto / SS-Room MP-40: Soak all components for a day or two. The extractors build up carbon underneath fairly quickly; remove all carbon from this critical area. The bolt face also becomes covered in hardened carbon; use a hard piece of plastic to scrape it off after soaking. Use a dental pick to clean the edge of the cartridge base recess, and a pipe cleaner for the firing pin hole. The chamber should be aggressively cleaned, due to the short barrel, it loads up quickly. Inspect the extractor for any chips or cracks. The magazine well should be cleaned, as it attracts dirt and carbon. When all components are clean, lube all wear points, springs, etc. As with any weapon, if you fire a lot of rounds during the day, it's a good idea to give it a wipe down and re-lube at night.

Mod.38 2cm Flak: Due to the complex nature of this weapon, disassembly is only to be performed by authorized personnel. Due to the weight of the weapon, the barrel should be separate from the receiver during transport, installation, and removal from the mount. When installing on the mount, clear the weapon, ensure that the two locking lugs with handles on the mount are in the retracted position. During the lowering process onto the mount, keep an eye on the circular firing lever located on the right rear area of the receiver, it must not be hit or damaged, and it has to fit onto the top of the firing lever tray (flat track on the mount that raises and retracts to trip the firing lever). Once this is correctly seated, then secure both locking lugs located near the front. This is a two man operation.

When the receiver is installed on the mount, install the barrel. Then perform a functions check by depressing the gun (do not depress the handbrakes on the traverse or elevation wheel at any time), have the loader pull the charging handle back until it stops, then ride the handle forward if no round is being chambered, DO NOT ride it forward when charging the weapon with a live round. Dry fire the weapon with an empty chamber, listening for an audible "click". To correctly seat the magazine, engage the lugs on the front of the magazine into the recess located on the magazine well on the weapon, and then rotate the magazine until the rear portion seats with an audible "click". Both the traversing and elevation hand-wheels should rotate very easily, if they don't, don't force them; it usually means a travel lock is still engaged. Again, to charge the weapon with a live round, do not ride the handle forward, just let it go from the rearward position. The bolt needs the extra momentum to strip the round off the magazine, and chamber / lock up.

User level maintenance: To re-lube the weapon in the field, apply lube to the exterior of the bolt, wear areas on the charging handle slide (accessible when pulled out). Then, have the loader retract the bolt all the way, and hold it. The gunner will then clean out any dirt in the inside of the receiver/ bolt track area, and clean out the chamber of the barrel. Also wipe out the bolt face as best you can. Attention loader: do not release the charging handle while the gunner is cleaning the inside area, chances are you will take off his finger! Lube both the top and bottom of the bolt track area when clean. If oil is used to clean out the chamber, ensure that any remaining oil is wiped from the chamber. Cleaning the chamber and bolt track is to be done during lulls in the battle; otherwise failure to extract can occur from a dirty chamber.

Clearing the weapon: Remove the magazine first, then the loader retracts the charging handle to the rear. If a live round is ejected, retrieve it for later use. The gunner is to visually inspect the chamber to ensure the weapon is clear. If the chamber is clear with the magazine removed, ride the bolt home, then dry fire the weapon. Failure to clear this weapon, due to the extreme power of the rounds, could result in serious injury or death. These safety procedures must be followed every time.

Raketenwerfer 43 „Pupchen”: User level maintenance is critical on this weapon due to the amount of dirt that it collects being on a low wheeled mount, and the corrosive / dirty characteristics of black powder. Cleaning must be performed at every available opportunity. Balistol should be used for lubrication and cleaning due to the fact that other oils will not neutralize black powder corrosion as Balistol does. The chamber needs to be cleaned with a heavy coating of Balistol and a chamber brush. Then wipe it clean with cleaning patches. The exterior of the firing pin that protrudes out the back of the sliding cover, and the firing pin hole need to be cleaned. Both the locking lug recesses and locking lugs on the sliding cover / bolt, and the entire inner face of the sliding cover, have to be cleaned and lightly lubed at every opportunity. BEFORE going into combat, the pupchen rounds need to be lightly lubed on the bottom base of the cartridge only. This will aid in opening the cover after firing due to the close tolerances. This weapon must be cleaned before leaving the event as well.

To extract a fired case, use the rim base off a fired cartridge. To clear the weapon, open the sliding cover, extract the round and visually inspect the chamber to ensure that it is cleared. It is to be cleared after combat, and not left loaded during lulls or during transport. This is the gunner's responsibility. Due to the powerful nature of the rounds, failure to clear the weapon can result in serious injury or death. These safety procedures must be followed every time.

75mm L/24 „Stummel”: User level maintenance only, disassembly by authorized personnel only. As with the Pupchen, the L/24 requires a high level of cleaning to keep it in top operating condition. The breech block (all sides) should be cleaned with Balistol, and the rails kept lightly lubed. All moving parts should be wiped clean and lightly lubed. Due to the amount of bare unfinished metal, the breech assembly should be covered when not in combat, especially during the night and if it's raining. The chamber needs to be cleaned as much as possible between engagements, as the black powder residue builds up quickly. If left unchecked, the buildup will make it very difficult to load and extract shells. Balistol should be used, and a very light coat kept in the chamber when clean. Also check the gun-tube for any debris. Hot soapy water can also be used to clean the gun tube, however it must be oiled when dry.

Shell casings: Both the interior and exterior builds up quickly from black powder. The exterior at a minimum needs to be cleaned off as much as possible, or a failure to chamber will occur. The primer pockets also need to be cleaned. The shell casings need to be handled as carefully as possible, they should always be caught when ejecting from the gun, kept dry, never banging against anything and handled with care, as they contain a good deal of black powder. They should be in the gun or in the wooden storage box, never kept on the floor, etc. Inspect them for any type of damage, burrs, etc. Smoking / open flame is not allowed inside the SDKFZ 251/9 or anywhere near black powder weapons / ammo. The cleaning and maintenance of the gun and shells are the responsibility of both the gunner and loader. The gun system must be cleaned and oiled before leaving the event site.

Misfires: If the shell for whatever reason fails to fire, re-cock the firing pin with the two levers above the breech ring, and attempt to fire again. If the gun fails to fire after three attempts, wait five minutes and then carefully eject the shell. Notify an Officer or NCO before clearing the gun after a misfire as well. It is not worth your life to immediately eject a misfire, as a hang fire could be the case.

The gun should be kept clear when not in combat. If during a lull, the safety may be engaged, however either the gunner or loader should be present at all times, especially if others are inside the vehicle to check it out, etc. When the fighting is over for the weekend, all shells have to be fired, as it is impossible to safely clear them of the charges.

When loading the shells, keep the opening away from your face at all times. Primers are always loaded first, before the powder charge for obvious reasons.

FIELD GREY WOOL TUNICS

SS M-42 Tunic

Description: Four pocket field grey wool tunic consisting of a five button front, four belt hook locations of two eyelets each, scalloped pocket flaps with pleat less pockets. Cuffs are adjustable split type with two buttons per cuff. A bandage pocket is located on the lower inside front of the tunic. The SS M-42 is the preferred tunic in our unit, and was the most widely issues tunic in the HJ division, for enlisted ranks (Panzergrenadier to Rottenführer).

Insignia: Minimum insignia will be shoulderboards, BeVo or embroidered sleeve eagle and either embroidered (most common) or BeVo (less common) collar tabs. Cufftitle is a personal preference.

How worn: Collar closed, collar may be open in the field. Also, the collar may be worn open with the brown or grey collared shirt and black tie. The tunic is not to be worn un-buttoned.

Time periods worn: Jan 1943 to May 1945.

SS M-43 Tunic

Description: Basically the same tunic as the SS M-42, with the exception of the pocket flaps being straight across, without a scallop.

Insignia: Minimum insignia will be shoulderboards, BeVo or embroidered sleeve eagle and either embroidered (most common) or BeVo (less common) collar tabs. Cufftitle is a personal preference.

How worn: Collar closed, collar may be open in the field. Also, the collar may be worn open with the brown or grey collared shirt and black tie. The tunic is not to be worn un-buttoned.

Time periods worn: Aug 1943 to May 1945.

Heer M-40 Tunic

Description: Four pocket field grey wool tunic consisting of a five button front, four belt hood locations of three eyelets each, scalloped pocket flaps with pleated pockets. Cuffs are adjustable split type with two buttons per cuff. A bandage pocket is located on the lower inside front of the tunic. The belt hook system differs from the M-42 by having four slits in the lining and a web strap with numerous eyelets was worn on each shoulder, with the ends protruding from the slits to match up with the sewn eyelets in the tunic. The belt hooks would pass through the two eyelets in the strap before passing through the tunic eyelets. It was designed to be a load bearing system prior to the issue of Y-straps.

Insignia: Minimum insignia will be shoulderboards, BeVo or embroidered sleeve eagle and either embroidered (most common) or BeVo (less common) collar tabs. Cufftitle is a personal preference.

How worn: Collar closed, collar may be open in the field. Also, the collar may be worn open with the brown or grey collared shirt and black tie. The tunic is not to be worn un-buttoned.

Time periods worn: Aug 1940 to May 1945.

Heer M-36 Tunic

Description: Same as the Heer M-40, with the exception of having a bottle green collar.

How worn: Collar closed, collar may be open in the field. Also, the collar may be worn open with the brown or grey collared shirt and black tie. The tunic is not to be worn un-buttoned. This tunic is only authorized for wear by NCO's and officers in the unit for the HJ division impression, or by prior approval from the unit leadership.

Insignia: Minimum insignia will be shoulderboards, BeVo or embroidered sleeve eagle and either embroidered (most common) or BeVo (less common) collar tabs. Cufftitle is a personal preference.

Time periods worn: Sep 1939 to May 1945

Notes regarding field grey wool tunics

For enlisted men in our unit (HJ division impression), the following is a list of tunic types in the order of preference for purchase and use for your first tunic. Other tunics may be purchased for alternate impressions. The M-42 should be purchased first as a new enlisted man. As of the time of writing there are plenty of good quality sources for the SS-M42.

SS-M42

SS-M-43

Heer M-40

To date, we have not found any evidence that the M-44 tunic was issued to the HJ division. Therefore it is not authorized for the HJ division impression.

Some M-42s were modified by the grenadier with the addition of a bottle green collar. This modification is only authorized by prior approval from the unit leadership in order to maintain a historically correct ratio.

Other frequently seen modifications to the tunics by both enlisted ranks and officers, was the shortening of the tunic and / or sewing down of the gussets on the lower pockets. Sometimes the entire pocket would be moved up as well. It is up to the grenadier if he would like to make such modifications, and must conform to wartime photos.

FIELD GREY TROUSERS

M-37 Trousers

Description: Straight leg field grey wool trousers with an adjustable wool strap centered in the upper rear of the trousers. Two front slit pockets, and a rear slit pocket on the right side. Also present is a slit type watch pocket.

How worn: Trouser suspenders with the trouser legs tucked into marching boots or bloused and held in place with gaiters or issue socks.

Time periods worn: Sep 1939 to May 1945.

M-42 Trousers

Description: Also known as “Keilhosen”, wider cut legs than the M-37 trousers that taper near the cuffs, with an instep strap that goes under the foot, passing through two eyelets and tied off. A reinforced seat, two front and rear belt loops, two front slit pockets, one rear slit pocket and either a slit or patch type watch pocket.

How worn: Trouser suspenders and / or private purchase belt. Trouser legs tucked into marching boots or bloused and held in place with gaiters or issue socks.

Time periods worn: Jan 1943 to May 1945.

Waffen-SS Assault Gun Trousers

Description: A wide cut trouser issued to assault gun units and some grenadiers. Prior approval is needed for use, unless the person is a member of a Panzerjäger crew. It has two front pockets with two button flaps, one rear pocket with single button flap, belt loops, watch pocket and tie tapes for the cuffs.

How worn: Trouser suspenders and / or private purchase belt. Trouser legs are rolled under at the cuffs and the tapered edge should be bloused down so the main part of the legs overhanging the boot.

Time periods worn: May 1942 to May 1945.

Officers Riding Pants

Description: Private purchase riding pants / breeches that conform to an original example, since they are a private purchased tailor made item, many versions are seen. Officers and Kompanie Stabscharführer are only authorized to wear riding pants.

How worn: Trouser suspenders, legs tucked into riding boots.

Time periods worn: Sep 1939 to May 1945.

**PHOTOGRAPHIC REFERENCE
WOOL UNIFORMS**

All of the uniforms illustrated are originals.



SS-M42



SS-M43



M40



M36



M37



M37 (rear)



M42 Keilhosen



M42 Keilhosen (rear)



Officer's breeches



**HJ Division Sturmman with M42 / bottle green collar.
Single button M43 cap with Totenkopf on front, Eagle on side.
Sleeve eagle and runes have been removed from his uniform.**

BOOTS

Issue Low Boots

Description: All leather construction with leather soles and heels with heel irons and hobnails. 7-8 eyelets with period laces. Boots are to be dyed black and waterproofed before use. An order dated Aug 1944 stated low boots were no longer to be dyed black, however all photos seen to date show black low boots in use till the end of the war. Low boots are the most common type of footwear in the HJ division.

How worn: Worn with issue gaiters, SS type gaiters (motorcycle troops), issue socks rolled out the top, or trousers bloused at the top of the boot.

Time periods worn: Late 1942 to May 1945.

Issue Marching Boots (Jackboots)

Description: All leather construction, wartime issue shaft length of approx. 35 cm. Leather soles and heels with heel irons and hobnails. Boots are to be dyed black and waterproofed before use. In the HJ division, marching boots were issued to motorcycle troops and NCO's / veterans that retained them. Prewar type marching boots that are higher than 35 cm or parade type finish marching boots are not authorized for use for the HJ division impression.

How worn: Trousers tucked into the boots.

Time periods worn: Sep 1939 to May 1945.

Issue Mountain Boots

Description: All leather construction, with leather soles and correctly shod with hobnails and cleats. Boots are to be dyed black and waterproofed before use. Swiss mountain boots may be used, but have to be converted to the wartime German issue configuration before use. Period laces are to be used.

How worn: Worn with issue gaiters, SS type gaiters (motorcycle troops), issue socks rolled out the top, or trousers bloused at the top of the boot.

Time periods worn: Apr 1941 to May 1945.

Riding Boots

Description: Private purchase black riding boots. Boots will be of the correct wartime configuration as per photos. Leather soles, heels may be leather or rubber per original examples. Hobnails and heel irons are optional, also per original examples and / or wartime photos. Riding boots are only authorized for wear by officers and Kompanie Stabsscharführer.

How worn: Riding pants tucked into the boots.

Time periods worn: Sep 1939 to May 1945.

Issue Felt Winter Boots

Description: Issue type winter felt boots, either original or correctly converted E.German types to wartime configuration, with leather soles. An LSSAH veteran stated that frontline troops did not like to wear these boots due to the fact that when they became wet, they would not dry out before the freeze at night and most front liners preferred the “trusty all leather marching boot”.

How worn: Trousers or winter trousers tucked into the boots, or trousers worn over the outside of the boots and bloused at the bottom.

Time periods worn: Winter of 1942 to Winter of 1945. These boots were not the personal property of the grenadier, but unit property issued at the start of winter, and turned in at the onset of spring. They are not to be worn at any other times other than winter events.

NOTES ON WAFFEN-SS CAMOUFLAGE

First off, just because a vendor makes a certain item, doesn't mean it existed or is authorized for use in our unit. If you have any doubts about an item, ask before purchasing or risk wasting time and money on something you cannot use. All camo garments will be made from the correct material as well, for instance some reproduction winter suits have been seen in HBT or a twill fabric, which is incorrect and not authorized for use.

It was common to see SS camouflaged garments made from more than one pattern or color variation of fabric. Lower sleeves of smocks, zeltbahn components, helmet cover panels or loops, etc. For example a helmet cover center panel made from *Late planetree*, with *Oak A* side panels, etc. Some reproduction companies will replicate this, however you must ensure that the various patterns are correct for the time period re-enacted. For instance, you would not see a type I smock from *Early planetree* with *Oak A* sleeves in a 1941 Russian front event, etc.

More times than not, the issued helmet cover did not match the smock. This becomes more common later in the war, but now and again you will see a match... but not matching was more the norm. During the Normandie campaign, the most common helmet cover in the HJ division was the type I. Type II's were also seen, but at about a ratio of 1 type II to every 4 type I's (estimated from photos). Type II's become more common post Normandie. Either is approved for use.

The cotton duck material used in Zeltbahns, helmet covers, smocks M-42 camo caps, coveralls and Italian camo garments were windproof and received a waterproof treatment after the fabric was printed. These qualities made the garments from cotton duck highly prized and it has been seen in our division for a grenadier to be issued both a 44 dot uniform and a smock, as the HBT used in the dot and oakleaf uniforms was not windproof. Modern treatments such as Scotch Guard or Camp Dry etc. should be applied to these items to replicate the specifications of the originals. Apply it to a small area first as a test and let it dry overnight to be sure it won't adversely affect as far as discoloration. We have had good results with the brands mentioned above. Ensure that the item is clean and dry beforehand, and let it cure for at least 24 hours after spraying. HBT fabric also received the waterproof treatment, however due to the loose weave of the fabric, it helps very little.

The HJ division used just about every type of smock and helmet cover produced, so it's personal preference to what types you would like to use.

Oakleaf B. As of the time of writing, we have yet to see original wartime photos of *Oakleaf B* Helmet covers, smocks or hats in use. Most likely they did make them, but the absence of photos or the rarity of originals in collections indicate that this pattern was mostly used for Zeltbahns, HBT uniforms and winter suits. The items in use at this time in the unit are still acceptable, but to ensure a ratio that is historically accurate, no more *Oakleaf B* helmet covers, hats or smocks will be authorized if purchased after 10 JUL 2011.

Washing instructions for camouflage garments: Hand wash in cold water with Woolite only, do not wash in a machine or use standard detergents or bleach. Hang dry only. If you want that worn look, attend more battles. Don't artificially age it with bleach or some other method that will ultimately destroy it.

Acceptable manufacturers: SM Wholesale and At The Front. All others must be approved before use. Gavin Militaria 44 dot uniforms are also acceptable, and are almost a direct copy of SM Wholesale 44 dot

which is the best repro out there. The 44 dot winter suits by Gavin are not authorized, as they are not made with the correct material or pattern. Any other type of Chinese camouflage is not authorized for use in our unit.

WAFFEN-SS M42 CAMOUFLAGE CAPS

In June 1942, the Waffen-SS developed a reversible camouflage cap and deliveries were intended to start at the end of May of 1942. However, the caps are seen in number in the spring of 1943. From 1 December 1942 green and brown versions of the BeVo cap eagle and Totenkopf were added at the factories during manufacture, however this order was changed a mere fifteen days later to no insignia. This is why there is a scarcity of photos of the caps with the factory insignia. Most that are seen seem to be in the Wiking division. These caps were produced until the cotton duck material (usually scraps from smock and zeltbahn manufacture) was exhausted. 44 dot caps were not factory produced, and the ones that are seen in photos (1 or 2) are obviously custom made, one being a sidecap worn by Leon Degrelle. 44 dot caps are not authorized for use in our unit. Existing Oak B caps in the unit may be worn, however due to the lack of photos of this pattern in caps no new Oak B caps are to be purchased.

M42 Camouflage cap

Description: A reversible visored cap with no fake fold, a narrow sweat band on the autumn side. Some examples have either cloth sewn vent holes (2 per side), metal grommet vent holes or none at all. All three versions are correct. Most have a seam running the length of the top of the cap.

Insignia: The majority by far have none. Some have been observed in the division with a standard BeVo Totenkopf or a metal Totenkopf. For a correct ratio of caps with insignia, prior approval is required to use either type of insignia.

How worn: Tilted to the right.

Time periods worn: Photos show the cap in use with the various Panzergrenadier Divisions in the spring of 1943 thru May 1945.

Camouflage patterns: All except Palm, Oak B, 44 Dot.

**PHOTOGRAPHIC REFERENCE
WAFFEN-SS M42 CAMOUFLAGE CAPS**

All Cap photos are original examples



Late Plane Tree with Oak A visor



Late Plane Tree with Oak A visor



Late Plane Tree with Oak A visor



Late Plane Tree with Oak A visor (Fall Side)



Blurred Edge with zinc vent grommets



SS VT (Lateral variant) with sewn vents



Oak A with rusted out steel vents

FIELD GREY WOOL CAPS

SS Feldmütze (schiffchen) 1940 model

Description: Introduced for wear in November 1940, this sidecap was based off the Luftwaffe pattern except made in field grey wool. Almost every man in the division was issued this cap during the formation of the division, and it is encouraged that every Grenadier own one.

Insignia: BeVo pattern cap eagle and Totenkopf sewn to the front. Waffensfarbe soutache is not authorized for HJ Division impressions. Officers versions will have aluminum piping at the top of the flap.

How worn: Tilted to the right.

Time periods worn: November 1940 to May 1945.

Einheitsfeldmütze model 1943

Description: Based off the mountain troop hat, but with a longer visor. Both the single button and double version are authorized for wear.

Insignia: Single button: eagle and Totenkopf sewn to the front or Totenkopf on the front, eagle on the left side of the flap. Double button: Totenkopf sewn to the front, eagle on the left side of the flap. Officers versions will have aluminum piping around the seam of the crown.

Note: The SS one piece insignia (trapezoid) is not authorized for use due to the lack of photographic evidence of widespread use. This insignia is rarely seen, even at the end of the war. Special allowances may be made for events near the end of the war, however it will be a case by case allowance due to the rarity of the insignia.

How worn: Tilted to the right.

Time Periods worn: January 1943 to May 1945.

Feldmütze für Unterführer (NCO crusher cap)

Description: Field grey wool (or gabardine, officer) top black wool band and soft field grey cloth covered (or black leather) visor. White waffensfarbe was the norm for the majority of these caps, although private purchase did have a choice of waffensfarbe color. This cap is authorized for wear by NCO's (as the name stipulates) or officers.

Insignia: BeVo pattern cap eagle and Totenkopf, silver painted steel cap eagle and Totenkopf, aluminum cap eagle and Totenkopf or a mix of BeVo and metal. Officers may opt to wear the officers cap cord. Either white waffensfarbe (most common) or goldenrod waffensfarbe.

How worn: Tilted to the right.

Time Periods worn: White waffenfarbe, September 1939 to May 1945, Goldenrod waffenfarbe Fall 1941 to May 1945.

Peaked service cap

Description: Field grey wool (or gabardine, officer) top, black wool band (black velvet, officer), lacquered black (Vulkanfiber) visor. NCO's SS pattern chin strap (officer's cap cord). For field use, the wire stiffener and / or NCO chin strap may be removed for a crusher cap appearance. Same waffenfarbe regulations as the NCO crusher cap.

Insignia: Silver painted steel cap eagle and Totenkopf or aluminum cap eagle and Totenkopf.

How worn: Tilted to the right.

Time periods worn: Same as NCO crusher cap.

**PHOTOGRAPHIC REFERENCE
WAFFEN-SS FIELD GREY WOOL CAPS**



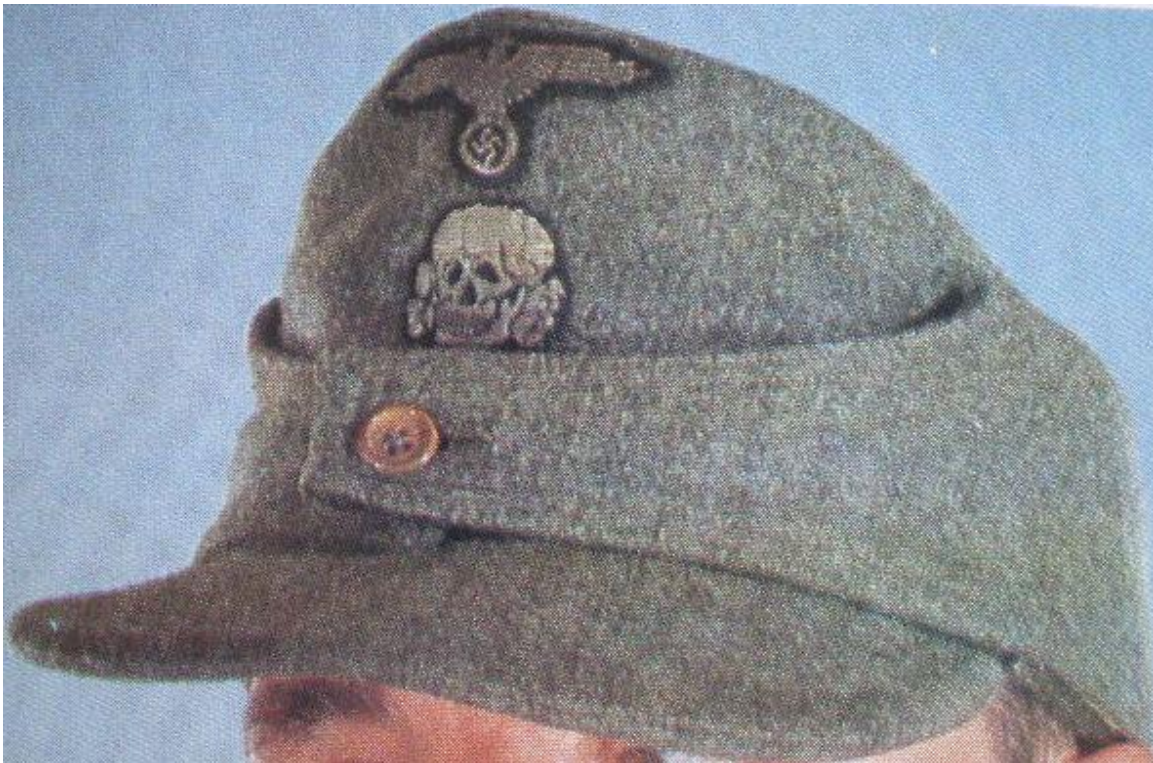
Feldmütze (schiffchen) Model 1940



Collection DIFERS D.
Feldmütze (schiffchen) Model 1940



Einheitsfeldmütze Model 1943 (double button)



Einheitsfeldmütze Model 1943 (single button)



NCO pattern crusher cap



Officer's gabardine crusher cap



NCO pattern crusher cap with BeVo insignia



NCO pattern peaked service cap with SS pattern chinstrap



Officer's pattern peaked service cap

ITALIAN CAMOUFLAGE CLOTHING

Coveralls

Description: Coveralls made from Italian camouflage material, which was printed on a waterproof cotton duck material. Material must be correct wartime pattern and colors. Approved reproduction fabric may be used. The Italian camouflage coveralls were widely used in the HJ division with the following variants: Two chest pockets, two vertical pocket flaps near the hips, no thigh pockets (most common type), same as above with either one or two thigh pockets (less common).

Insignia: None (most common). Shoulder boards and / or private rank collar tabs (less common, must be authorized by the unit leader for a proper ratio in the unit). NCO's and officers may wear the camouflage rank insignia on both sleeves.

How worn: Over the wool uniform or service shirt. Legs are to be bloused with drawstrings (tucked in) over the top of the low boots or worn un-bloused over the low boot or marching boot.

Time periods worn: June 1944 to May 1945, as HJ division only.

Trousers

Description: Trousers made from Italian camouflage material, same as above. The Italian camouflage trousers were widely used in the HJ division with the following variants: No thigh pocket (most common), one or two thigh pockets (less common). All variants are authorized for wear. All Italian camouflage trousers should be straight leg with or without drawstrings at the bottom. Keilhosen type trousers are not authorized.

How worn: Over the wool trousers or by themselves. Legs are to be bloused with drawstrings (tucked in) over the top of the low boot or worn un-bloused over the low boot or marching boot.

Time periods worn: June 1944 to May 1945, as HJ division or 16.SS only.

Caps

Description: Caps made from Italian camouflage material, same as above. The Italian camouflage caps were widely used in the HJ division with the following variants: M-42 style with or without fake fold.

Insignia: EM's and NCO's, none. Officers may have the BeVo cap eagle and Totenkopf.

How worn: Tilted to the right (most common).

Time periods worn: June 1944 to May 1945, as HJ division only.

Tunics

Description: Tunics made from Italian camouflage material, same as above. Tunics made from Italian camo at the date of this handbook were only used by Officers in the division. All tunics and insignia worn on them must conform to period examples from the division.

Insignia: As per photos of officers in the division.

How worn: Over the wool tunic or service shirt.

Time periods worn: June 1944 to May 1945, as HJ division only.

Notes on Italian Camouflage

The 12.SS Panzer Division was by far, from photographic and newsreel footage the largest German user of Italian camouflage material. All of the various items were made from captured Italian shelter halves, as evident in wartime photos from the old stitch lines from shelter halves as seen on some close up photos. Tunics, trousers, coveralls, caps and even officer map board covers were made from it. Some Waffen-SS smocks were also modified with Italian material, such as extra pockets with Italian camo flaps (two photos to date). Italian shelter halves were also utilized, per wartime photos as covers for equipment and ground sheets.

There are various sources for the material; original WW2 mfg., post war mfg., and various reproductions. Only original and S.M. Wholesale reproduction material is authorized for use. The post war material that, until recently was the only source, should be phased out ASAP. In the photo below there is a side by side comparison of wartime colors vs. the post war colors. Any other vendor's reproductions of Italian camouflage is not authorized, as we have yet to see an accurate reproduction of this pattern.

The various garments approved for use are division specific. The 1.SS Panzerdivision also used Italian camouflage material to a lesser extent and the garments are different from those used by 12.SS.

Some Italian camouflage garments were also rank specific, from wartime photographic and newsreel evidence. To date, only officers have been observed wearing tunics from it. Also, only officers have been observed with BeVo pattern eagles and skulls on their Italian camo caps.

Italian shelter halves can be utilized for groundsheets, shelter and equipment covers. However, they are not authorized to be carried as a Zeltbahn on your person. To date, there is no evidence that HJ division grenadiers carried them in lieu of Waffen-SS Zeltbahns.



WW2 Mfg.



Post war Mfg.



Note the two drastically different shades from this wartime photo.

UNIFORM INSIGNIA OF THE 12.SS PZ.DIV.,HJ”

All insignia worn on the uniform in the unit will be as close to originals as possible. In the HJ Division, LSSAH insignia was available to Grenadiers due to various reasons. Kurt Meyer stated that the HJ Division cuff title was in short supply during the Normandie campaign (TRIAL OF KURT MEYER), and also LSSAH insignia was authorized for purchase and wear by Grenadiers. LSSAH insignia was not limited to just the transfers from LSSAH as published by many authors. Both Kurt Meyer’s and other veterans’ testimony and photographic evidence of the division prove this. The HITLERJUGEND BeVo cuff title was instituted late 1943, and mass issue was in September 1944. It is personal preference as to which insignia is worn, LSSAH, HJ or no unit insignia.

Sleeve eagle: Worn on the upper left sleeve in either the embroidered pattern (most common) or BeVo pattern. Either type is personal preference. Tropical pattern Waffen-SS BeVo sleeve eagles are only authorized for wear on the tropical tunic.

Collar Tabs: Embroidered pattern (most common) or BeVo pattern. Either type is personal preference.

Cufftitle: Adolf Hitler pattern, RZM pattern (embroidered) or BeVo. Worn on the left tunic sleeve approximately 16cm from the cuff. Worn at the top of the French cuff at the stitch line on overcoats.

Hitlerjugend pattern: BeVo type only. No other manufacture or pattern is authorized, as per original photos. This pattern is for both enlisted men, NCO’s and Officers.

Shoulder boards: Either wool or rayon goldenrod colored waffenfarbe. SS pattern shoulder boards are made from black wool. Heer (field grey) shoulder boards are not authorized for use.

LAH ciphers: LAH slip-on ciphers, or LAH embroidered shoulder boards may be worn, usually with the LSSAH cuff title. The embroidery will be in silver-grey thread only. There is no evidence to date that waffenfarbe colored ciphers were used, as in the Heer. Senior NCO’s that wear LSSAH insignia will use the white metal LSSAH ciphers. Junior NCO’s will use either the slip-ons or embroidered shoulder boards.

Sleeve rank insignia: Obergrenadier pips will be on black wool, Waffen-SS pattern only. Heer sleeve pips are not authorized for wear. Sturmmann and Rottenführer chevrons will be either the aluminum tresse (most common) or grey subdued tresse on black wool, Waffen-SS pattern only. Waffen-SS tropical chevrons will only be worn on the tropical uniform.

NCO Tresse: Heer pattern aluminum (most common) or grey subdued tresse for collars and shoulder boards. Some photos show junior NCO’s with the tresse “running over” the collar tabs. This style of application is authorized as well, as per wartime photos.

Sidecap and M43 cap insignia: Only the BeVo pattern separate eagle and Totenkopf is authorized for use. One piece trapezoid type is extremely rare and late issue, and not authorized for use. Special allowances may be made for events near the end of the war, however it will be a case by case allowance due to the rarity of the insignia. Copper color BeVo pattern eagles and Totenkopfs are only authorized for the Waffen-SS tropical caps.

Metal cap insignia: Only the SS 1934 (second pattern) eagle and Totenkopf is authorized for use. They may be the silver painted steel or aluminum type. Worn on NCO crusher caps, Peaked service caps, fur

winter caps, and some metal Totenkopfs have been observed on wool and camouflage caps (authorization required for the last two).

Camouflage rank insignia: Introduced for use in the Waffen-SS in February 1943. Both the printed and embroidered versions are authorized for wear. Most wore the insignia on both sleeves in the HJ Division. Regulations state that it is to be worn 10cm from the shoulder seam, however most photos show it being worn lower. Refer to wartime photos for application.

QUESTIONS ABOUT IDENTITY DISCS (ERKENNUNGSMARKEN)

There are three options:

First, if you joined the HJ division thru the replacement battalion, which most would have, it is the Kompanie (1-4), Ersatz und Ausbildungs Abteilung.

Example: 1./ SS-Ersatz u. Ausbildungs Abt.12

Sometimes they will abbreviate "Ausbildungs" and "ersatz".

Second, the actual unit. 5./SS-Pz.Aufkl.Abt.12, or 4. kompanie if joined after mid-June.

Third, your old unit that you came from. Most would be from LSSAH. The majority of SS discs did not have blood types. You can use your last four or your soldbuch roster number.

**PHOTOGRAPHIC REFERENCE
UNIFORM INSIGNIA OF THE 12.SS PZ.DIV.,„HJ”**



Bevo pattern collar tabs



Embroidered sleeve eagle
Most commonly seen eagle for tunics, overcoats and 44Dot / Oak A, B uniforms



Bevo pattern sleeve eagle



Aufklärungs Waffenfarbe shoulder boards



Original Cufftitles (Bevo style, not made by Bevo firm)
This is the only pattern HJ cufftitle authorized for wear.



Original LSSAH Bevo pattern cufftitle



Original LSSAH slip on and embroidered ciphers



Assortment of original cufftitles, embroidered sleeve eagles, Bevo sleeve eagles (tropical on right) and collar tabs.



Obergrenadier sleeve pip



SS-Sturmmann chevron



SS-Sturmmann chevron (subdued)



SS-Rottenführer chevron



SS-Rottenführer chevron (subdued)



SS-Untersturmführer camo rank sleeve insignia (printed)



SS-Obersturmführer camo rank insignia (embroidered)



Enlisted Bevo pattern cap eagle and Totenkopf



HJ Division cufftitle



LSSAH insignia in use by enlisted men in HJ Division.
Note both embroidered shoulder boards and slip-ons in use.



Bundesarchiv, Bild 101I-297-1726-07
Foto: Kurth | 1943/1944

LSSAH insignia in use by enlisted men in HJ Division. Note full insignia on the overcoats.
Approx. date of photo, February 1944

WAFFEN-SS UNDERSHIRTS

As per original wartime photographs, it is personal preference as to which undershirt is worn. Regulations stated that older obsolete models would be worn until existing stocks were used up and the garments themselves were no longer serviceable. Depending on the weather, it is not uncommon to see tunics worn over no shirts as well (confirmed in wartime photos). Most don't care for wool on bare skin, however in hot weather it makes a considerable difference. Also listed below are the official Waffen-SS regulations regarding the wear of collared shirts. If the sleeves of the shirt protrude more than a few millimeters past the cuff of the tunic, the shirt sleeves should be rolled up.

Some photos show civilian type shirts in use, however this was rare and with the availability of correct military issue shirts this is not encouraged.

It is not recommended to put your service shirts in the dryer. Let them hang dry.

White collarless undershirt

Description: A full sleeve pullover undershirt with button cuffs and button front closure. Short sleeve versions were also issued. This shirt was to be worn in conjunction with the removable tunic collar liner.

Insignia: None

How worn: Tucked into trousers.

Time periods worn: September 1939 to May 1945.

SS-Sport Shirt

Description: A white tank top style shirt. These shirts are available in a few different forms: WW2 reproduction, surplus European pattern. Either is acceptable for wear.

Insignia: None, SS sports badge, LSSAH sports badge, HJ sports shirt badge.

How worn: Tucked into trousers.

Time periods worn: September 1939 to May 1945.

SS-Brown Service Shirt

Description: A full sleeve pullover undershirt with button cuffs and button front closure. The pocket less version was made of a woolen type material (knit) while the version with pockets was a Trikot or cotton material. Either model is acceptable for wear, as confirmed in wartime color photographs of the division.

This shirt was intended to be replaced by the Heer pattern grey undershirt, however it is seen through the end of the war.

Insignia: None

How worn: Tucked into trousers.

Time periods worn: September 1939 to May 1945.

Heer pattern grey (grey-green) undershirt

Description: Instituted for use by the Waffen-SS in August 1943. A full sleeve pullover undershirt with button cuffs and button front closure. It was manufactured in versions with and without pockets. Most were made of an Aertex type material, cotton versions have been confirmed as well.

Insignia: None (most common), Camo rank insignia for NCO's and Officers, or a sleeve eagle (rare).

Time periods worn: August 1943 to May 1945

From SS-FHA/Ia August, 1943

Article No. B/415

1. Instead of the brown trikot shirt, and white undershirts, a grey-green collar-attached shirt will be introduced. Designation and article number: Collar-attached shirt... Article No. B/145. This shirt will be supplied as and when ready. Other types of shirt are to be worn out.
2. Method of wearing:
 - (a) When field blouse (tunic) collar is closed, the shirt collar may protrude 2cm above that of the blouse at the point where the collar fastens, otherwise 0.5cm only should be visible.
 - (b) When the blouse collar is worn undone, the shirt collar and top shirt button are to be undone, and turned down, corresponding to the opening of the field blouse, or the shirt collar may be placed over the blouse collar.
 - (c) In warm weather the shirt may be worn without a field blouse:
 - (i) By the field army outside Reich borders on any duty. Off duty it may only be worn by those troops already issued with the belted trousers, in accordance with the order of the territorial commander.
 - (ii) On home territory within the confines of the barracks. On duty outside the barracks, the field blouse or drill jacket, and off duty the field blouse must be worn. The field blouse may only be worn open on Reich territory by close formations.
 - (iii) The wearing of badges of rank on the shirt are subject to the provisions according to the V.Bl.d.W.-SS Nr.4, 15 February 1943, Ziff.63, and attached appendix.

SS-FHA/Ia

AWARDS AND MEDALS

The award system in the 12.SS recognizes members for achievements and efforts on and off the battlefield. The awards are the same as WW2 decorations and when possible are awarded for similar actions as in war time, however we all realize that what we do to earn them is in no way connected to the actually earning of the awards in real combat. There are three types of award criteria; 1) Actions in the field, which are voted on by the Unit Commanders Committee (Officers and NCO's that regularly attend events). 2) Battle days or participation which depend on the amount of battle days a member has accumulated. 3) Non-combat related efforts that further the unit and its goals.

Members who meet the following criteria are authorized to wear the appropriate badges on their uniforms, in the proper fashion. Under no circumstances is a member to wear an un-awarded decoration without the expressed permission of the unit leader. Awards will not be worn until awarded by the unit commander, by an appointed representative or by prior authorization of the unit commander. If you think you qualify for an award, but haven't been awarded it, discuss it with the unit secretary or unit commander.

Battle days are calculated as days attending and taking part in a tactical battle after you have joined this unit. Public battles do not qualify as battle days. For example, you fight on Saturday and Sunday, this equals two battle days. You fight on Saturday, stay the night and leave Sunday morning without taking part in the battle, this equals one battle day. To earn battle days, you must fight as a German, Italian, or European Axis soldier. Fighting as an Allied soldier, Japanese soldier, or as a partisan does not count as battle days. The unit keeps track of each members battle days, however you must also keep track of them as well in the event of a mistake or other situation. Fighting equates to taking part in the operations of the unit during the battle, such as a line Grenadier, vehicle crewman, medic, cook, etc.

Combat actions that go towards the various Iron Crosses and Tank Destruction Badges that are witnessed should be written up and submitted to an NCO, then forwarded by him to the unit leader for review by the Unit Commanders Committee.

Any transfers from other units into the 12.SS will not wear any prior awards from the previous unit except for the HJ Pin or the HJ Proficiency Badge if so qualified.

Prior Service Awards

Hitlerjugend Pin Prior membership in the Boy Scouts, Cub Scouts, Indian Guides or any other approved organization. This pin is worn on the left or right breast pocket. Only the standard red / white pin is authorized.

Hitlerjugend Proficiency Badge, Bronze Current or prior service in the armed forces to include the Army, Navy, Airforce, Marines, Coast Guard or National Guard. Foreign service as well. Prior to this award, proof of service must be submitted to the unit commander. Worn on the left breast pocket (most common) or right breast pocket. Replaces the HJ Pin.

Hitlerjugend Proficiency Badge, Silver Same as bronze but with combat service. Prior to this award, proof of combat service must be submitted to the unit commander.

War Service Awards

War Service Cross, Second Class w. Swords 16 battle days and contribute time and effort above the normal duties of the unit, or purchase an authentic vehicle or crew served weapon. Efforts may include: recruiting, providing loaner gear, making unit equipment, contributing to the restoration or repairs of unit vehicles or any other extra duties that help forward the unit. Ribbon is worn through the 2nd button hole or on a ribbon bar.

War Service Cross, First Class w. Swords Same as the war service cross second class, with continuing effort over a period of years. Worn on the left breast pocket.

Drivers Badge, Bronze Perform the duties of a dedicated driver on a vehicle for at least five years. Worn on the lower left sleeve.

Assault Badges

Only one assault badge will be worn at any time on the uniform. For example, you qualify for the infantry assault badge and the panzer assault badge in silver, it is your choice as to which one you will wear at an event. Also, it is personal preference to which assault badge you wear with the exception of the panzer assault badge in silver. If you are portraying a veteran from another unit that was not in an armored Panzergrenadier unit (gp), you may wear an infantry assault badge in silver, bronze or general assault badge as an alternative to the panzer assault badge in bronze. Most Grenadiers in the Aufkl. Abt. of the HJ division would be awarded the panzer assault badge in bronze.

Panzer Assault Badge, Bronze 12 battle days. Most common assault badge for Grenadiers in an armored reconnaissance Kompanie. Worn on the left breast pocket.

Panzer Assault Badge, Silver 12 battle days as a crewman on a Panzer, Panzerjäger or Panzerspawagen. Worn on the left breast pocket.

Infantry Assault Badge, Silver 12 battle days. Most common assault badge for an infantry unit. Worn on the left breast pocket.

Infantry Assault Badge, Bronze 12 battle days. Most common assault badge for a motorized infantry unit. Worn on the left breast pocket.

General Assault Badge 12 battle days. Most common assault badge for non-infantry units that take part in infantry combat. Engineers, Sturmartillerie crewmen, etc. Worn on the left breast pocket.

Close Combat Clasp

Only one grade of Close Combat Clasp will be worn at a time. If you qualify for silver, only silver will be worn. The Close Combat Clasp in gold will not be awarded due to the rarity of the award. Only 631 gold were awarded, and were held in higher regard than the Knights Cross to which 7,313 were awarded.

Close Combat Clasp, Bronze 30 battle days. Worn above the left breast pocket.

Close Combat Clasp, Silver 70 battle days. Worn above the left breast pocket.

Campaign Shields and Medals

Depending on which division you came from prior to being assigned to the HJ Division will dictate which shield you will wear. Veterans from the 1.SS Pz.Div. will wear the Krim shield, veterans from the 3.SS Pz. Div. will wear the Demjansk shield. Most that transferred to the HJ division were from the 1.SS Pz.Div. so the Krim shield should be the most common. It is personal preference as to which one.

Krim Shield 200 battle days. Worn above the sleeve eagle on both the tunic and overcoat.

Demjansk Shield 200 battle days. Worn above the sleeve eagle (most common), or below the sleeve eagle (less common) on both the tunic and overcoat.

Russian Front Medal Participate in six Russian front battles which are recognized by the Unit Commanders Committee. "Dual Front" events do not count for this award. The Grenadier must also hold the rank of SS-Rottenführer or higher. Ribbon is worn through the second button hole, behind the Iron Cross Second Class (if awarded), or on a ribbon bar.

Sudentenland Medal w. Prague Castle Bar 20 years active membership in the California Historical Group. The Unit Commanders Committee will review the service prior to the award of the medal. Worn on the ribbon bar.

Wound Badges

The wound badge is awarded for injuries sustained at a tactical battle, or public battle that require medical attention such as going to the hospital. It is the Unit Commanders Committee's discretion as to if an injury qualifies for the award.

Wound Badge, Black	1-2 injuries.
Wound Badge, Silver	3-4 injuries.
Wound Badge, Gold	5 or more injuries, loss of a body part.

Tank Destruction Badges

The Tank Destruction Badge will be awarded for the single handed destruction of a tank with a hand held weapon such as a panzerfaust , AT rifle grenade, etc during the battle. Halftracks and armored cars do not qualify for the award. Some were awarded near the end of the war for these vehicles but it was not the norm. After a successful hit, you must survive the encounter and continue to stay in the fight. Running from the area / abandoning the line after a hit or stopping and conversing with the crew will dis-qualify the Grenadier from the badge. You must continue to fight and carry on with the unit and scenario. The maximum amount of silver badges worn is four for realistic impressions. All recipients with five or more during the war also received the Knights Cross. It is the Unit Commanders Committee's discretion as to the award of the badge, and if the kill was made during legitimate combat, not re-deployments, end of the event, etc.

Tank Destruction Badge, Silver Worn on the upper right sleeve. Four maximum. May be either sewn on or affixed with tailor snaps per wartime applications.

The Iron Cross

Awards of any grade of the Iron Cross must be accompanied by reports submitted by witnesses regarding the events in question leading to the recommendation of the award. The Unit Commanders Committee has the final decision upon the award of the Iron Cross.

Iron Cross, Second Class A minimum of 8 battle days and distinguish oneself in a "heroic" manner that has a direct and major impact upon the enemy. Such as knock out enemy positions single handed, lead assaults, knock out numerous enemy vehicles, win the scenario due to direct actions as a result of one person, etc. Ribbon is worn through the 2nd button hole or on a ribbon bar.

Iron Cross, First Class A minimum of 50 battle days, and continually execute the deeds of the Iron Cross Second Class over a period of years. Worn on the left breast pocket.

German Cross In Gold Awarded due to special and unique circumstances. The Unit Commanders Committee and the majority of the active membership of the unit must be in agreement prior to the approval of this award. Worn in either the metal or cloth version on the right breast pocket.

Knights Cross Of The Iron Cross Awarded due to special and unique circumstances. The Unit Commanders Committee and the majority of the active membership of the unit must be in agreement prior to the approval of this award.

**PHOTOGRAPHIC REFERENCE
AWARDS AND MEDALS**



Hitlerjugend Pin



Hitlerjugend Proficiency Badge, Bronze



Hitlerjugend Proficiency Badge, Silver



War Service Cross, Second Class w. Swords



War Service Cross, First Class w. Swords



Drivers Badge, Bronze



Panzer Assault Badge, Bronze



Panzer Assault Badge, Silver



Infantry Assault Badge, Silver



Infantry Assault Badge, Bronze



General Assault Badge



Close Combat Clasp, Bronze



Close Combat Clasp, Silver



Krim Shield



Demjansk Shield



Russian Front Medal



Sudentenland Medal



Sudentenland Medal w. Prague Castle Bar



Wound Badge, Black



Wound Badge, Silver



Wound Badge, Gold



Tank Destruction Badge, Silver



Iron Cross, Second Class



Iron Cross, First Class



German Cross In Gold



Knights Cross Of the Iron Cross