

BEYOND THE BLANK FIRE: Reenacting WWII German Reconnaissance



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“...endless watches and patrols...”

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While you can skip all this preliminary stuff, reading it will provide context and explanation to the material that follows.

i. **INTRODUCTION TO MATERIAL**

Addressed below is how, what, and why, material was selected to be included/excluded in this outline. Much was excluded. What is included is narrow in scope, and serves a very specific function.

The How, What, and Why

I am a WWII German Heer reenactor. My philosophy/approach is that reenacting is an existential/experiential journey. I make best-efforts to recreate/relive historical *experience* in a manner that is as authentic as is reasonably possible to do so. My main reenacting interest is in field-based infantry roles with non-combat objectives. In short, reenacting *in the field*, but without “...*blasting away at 15 guys in the course of a fake battle, and then arguing with them to take their hits. The latter typically ends in disappointment, animosity, and hobby burnout.*” (The Spiess).

As the old saying goes, “War is hours, or days, of boredom punctuated by moments of sheer terror.” Reenacting often seems to focus on attempts to relive those “moments of sheer terror,” while avoiding the “hours and days of boredom.” Soldiers in any war, on any side, often lived in field conditions for extended periods of time without engaging in actual warfare or combat. During these times they performed day-to-day field duties: constructing forward and defensive positions, manning overnight observations posts or foxholes, scout/reconnaissance & security patrols, sentry positions, running messages to rear areas, terrain scouting, etc. Such events often took place in brutal conditions, but without a single shot fired, or a single enemy in sight.

It is these daily, often mundane, experiences of the individual serving *in the field* during WWII that I strive to recreate. By definition this is a very cerebral, and personal, experience. I find these types of activities to be a more personally fulfilling way to “touch history,” both mentally and physically, than per se tacticals.¹

That said, I do enjoy a good tactical. I participate in many every year. Within that, I always try to augment any given tactical event with more of these non-firing “cerebral” field experiences. What I seek to recreate, and relive, is a *plausible scene* that likely played out thousands of times during the war; scenes in which no shots were ever fired.

There are countless scenarios that lend themselves to such field-based vignettes. There are vast arenas of potential that go wholly untapped in the form of rear-area and non-combat field based scenarios. This document is an illustration of my efforts to push into the rich, and realistic, possibilities that flourish “beyond the blank-fire.” Reconnaissance/scout/sentry

¹ In *no way* do I mean to belittle those who enjoy tacticals. Everyone “touches history” in their own way. Non-combat field scenarios are simply the path I find the most rewarding.

objectives can be done with very few people (even solo²), at almost any location, and do not require a substantial amount of specialized equipment.

Over time I became frustrated that there was no single simple, central, and easy to read reference/source of information on scout/reconnaissance topics. Since this type of reference did not exist, I had to create my own. This document is the “end” result.³ My intent was to create a reference/manual for components of reconnaissance, scouting, sentry roles, etc. that could be utilized in the field at *any* immersion event.⁴ Hence, the main focus is, and always will be, on the *common foot soldier*. To that end I have excluded information about larger combat-based patrols, motorized reconnaissance units, armored reconnaissance units, and more complicated/involved aspects of German reconnaissance that would be unreasonable (if not impossible) to recreate.

For the purpose of this document almost all of the material should be considered to be center on/around the common *Spähertruppen* (Scout Troops) that originate from within a common rifle squad or company. That is to say, the focus is on what a single, average, individual, foot soldier might have experienced when given a scouting or outguard type objective (and the ways in which we can walk within the shadows of that experience).

The How

When reading primary source information I chose to include/exclude material based on the criteria below.

- Is this *viable* for reenacting? (Is this something I could *actually do*, solo, or with just a few other people?)
- Can I *accurately/authentically* recreate this in a viable/believable manner?
- Will this bit of information help refine/further a *mindset*?
- Will an objective *fit* within a larger immersion scenario and/or does it make sense within a larger *unit impression*?
- Was a given scenario something that *frequently occurred* during the war?

If the answer was “Yes,” the information was included. If the answer was “No,” it was excluded. Information is sometimes repeated in more than one area, as it has relevancy to more than one section or topic. I felt redundancy a better option than endless cross referencing.

Also excluded was material primarily based on traditional MG-centric squad tactics. It was often noted that, “*the MG was a hindrance to reconnaissance.*” With smaller *Spähertruppen*

² References to the mythic “lone sentry” are found throughout WWII documents, photos, personal experiences, etc.

³ “End” is a strong word. I will always be updating this document as new information is received.

⁴ Actually, my main intent was solely to create a quick reference/outline for strictly my own personal use. What was once a 4-page document has evolved in what is now before you. I never would have dreamed that the original project would have turned into this.

or outguard/sentry objectives, riflemen often functioned as “broken down squad,” and without the MG. Material on the tactical deployment of a German squad with an MG is abundant, and need not be repeated here.

However, information about reconnaissance, sentry, and guard activity that involves a combat/engagement objective *has been included*. Not every WWII combat patrol/vorpost saw action in a given 12-48 hour period. 70 years later, we should not assume that ours *must* see “combat” in the 12-48 hour period of any given living history event. Thus, actual WWII combat-based objectives can be used for non-combat reenacting.

ii. **DISCLAIMER: I Am No “Expert”**

1. This document is my personal outline of the subject matter. I make no claim to be an “expert” on the subject. I am just someone who read a lot, and outlined the material that *I* thought to be important. I often paraphrased what I read. I may have done so incorrectly, or in a manner that makes sense only to me. The primary sources I used may have contained errors and inaccuracies. Actual practice in the field may have been vastly different from what was transcribed to paper. Sources include everything from post-war academic papers on German reconnaissance methods, WWII-era U.S. Government bulletins, German army manuals, German soldier diary entries and memoirs, and even Allied soldier memoirs. Much of this could be suspect. In short, there may be “wrong” information contained in what you are reading.

If you notice glaring errors, misstatements, omissions, etc., PLEASE LET ME KNOW! I try constantly to expand my knowledge base. I cannot do so if wrong information is not corrected, or new information is not coming in. The only thing I *require* is that if you have found errors, or have something to add, please *only* contact me if you have a *reliable source* for that information, and please provide a source site! I do *not* want a document couched in reenactor hearsay and conjecture.

2. **I take no credit for ANY of the material in this document, other than its compilation and editing.** Every word contained in the outline came from an outside source. Under normal academic standards I would be expected, and required, to cite those sources at the time they were referenced. If I had done so, the result would have been a footnote at the end of *every* line of text, and an unwieldy footnote section at the bottom of *every* page. This would be impractical considering who the audience is, and the “readability” I was striving to create. Hence, all sources have been listed in *one* section at the very end.

This document should not be taken as a “proper” academic work, or even considered to be in the same class as such; for instance, I didn’t even bother to *alphabetize* the reference section! If I was to embrace the hassle of proper academic cites to all sources used, at the exact point they were referenced, then I just would have published this work as a formal “book” or something. That never was, nor will it ever be, the intent behind this project. Hence, academic standards have been substantially relaxed. This was supposed to be a “fun” project. I am an attorney in my day job, and deal with incessant cites and references in everything I read and write. I didn’t want this project to end up looking like an appellate brief, littered with cumbersome references. That said, on a few occasions I did make in-text cites to a given source, mostly because the material is rather astonishing (and people may want to actually see the exact source for themselves). Also note that anything appearing in quotes (“ ”) is a direct quote I lifted from somewhere. Most of these quotes occur in the “Mindset Section,” but they are also sprinkled throughout the entire document.

iii **TEXT NOTES**

1. This document will always be a work in progress. Sections of the outline may be incomplete. There may be notes to myself to edit or add material in some manner. I have made an effort to keep my notes in *subdued text* as to help avoid confusion for others. Any *subdued text* you encounter, just ignore.

2. In some places the outline numbering/sequencing/spacing in this outline is problematic. Microsoft Word and I had a little battle over this issue. Billy Gates won the first round. A future updated version will have proper and consistent outline numbering/spacing/etc.

3. Wording in some spots may sound/read in a very strange, or awkward manner. In those instances I most likely copied something, word-for-word, from poorly translated German.

iv. ACKNOWLEDGMENTS

A thank you must be extended to Noah Tietze, Chris Pittman, Paul Meda, Michael Holub, and Greg Caminsky. Each of these individuals either contributed material to this work, or provided support and inspiration that have allowed the concepts in these pages to take actual form in the field.

A very special thanks must be extended to Brad Story of the United States Navy for his contributions, edits, and suggestions to the “finished” product. I am grateful and indebted for his time and efforts on this project, not to mention his service to our country.

In closing, I hope you are able to get something useful from this material. If not, cast to flames.

Best Regards,

/s/ Chris Sterling

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I. RECONNAISSANCE PATROLS

1. RATIONALE & GENERAL PURPOSE

a) Notes on Rationale and Purpose

- i. Reconnaissance is undertaken to obtain information by visual observation, or other detection methods (auditory/smell/etc.), about the activities and resources of enemy/partisans, civilians, or the meteorological, hydrographic, geographic, or strategic characteristics of a particular area or specific location/point.
- ii. “Thrusting blindly into enemy territory without adequate info could be fatal.” Thus, reconnaissance and scout patrols are essential. The primary rule/main idea is to, “see much, without being seen.”
- iii. Most reconnaissance was conducted covertly so that the scouts could remain undetected, avoid engagement by a superior force, and prevent the enemy from knowing they had been observed.
- iv. It is essential to have information on the identity, equipment types and size of enemy units; on road networks, bridges and fords, density of vegetation (as obstacles to movement or restrictions to visibility), natural and manmade obstacles and minefields; on the locations of enemy outposts, forward security forces and main line of resistance, down to the level of sub-units and heavy weapons, on reserves, assembly areas, command posts, artillery and anti-aircraft positions, supply dumps, and supply routes.
- v. In executing missions, one should be most careful to avoid the idea that only one solution can be the right one. Only success could prove that a given solution is the right one. A model solution must not be drilled into soldiers. They should be trained in flexible tactics.
- vi. Reconnaissance and scout patrols are the eyes of the unit, and also carry out special smaller missions. Many orders/memos were issued that ALL branches of Wehrmacht should conduct reconnaissance, even if it was not one of their primary responsibilities.
- vii. As a rule, the Germans strived for *continuous* observation of the terrain/enemy. Observation was not permitted to lapse during pauses in fire. Germans also placed utmost importance and emphasis on reconnaissance/observation/scouting of *terrain*, as terrain conditions impacted *every aspect* of military planning.
- viii. It was the company’s responsibility to patrol the frontline assigned to it. Despite special armored and mobile reconnaissance units, scouting and other reconnaissance tasks/missions most often fell on standard infantry/rifle units. It is seldom practical to

- employ motorized/armored reconnaissance on a large scale (esp. late war). Thus, numerous scout patrols *on foot* are highly important.
- ix. In wooded terrain, all German troops carried out ground reconnaissance *continuously* to avoid surprise attacks.
 - x. Shortcomings of Maps and Photographs: Maps were often unavailable, or outdated. Aerial photos could partially offset this, but these had their own limitations. The typography, contours and obstacles beneath dense tree cover, or even thick shrubs, could not be determined; nor could the elevations of even small terrain features, or the depths of flooded areas, gullies, and ditches. The latter was especially critical, where a difference of only a few inches could either halt a tank, or allow it to pass. Clouds or fog could also obscure areas in aerial photographs. Hence, ground troops were called upon to close the gaps between what maps and photographs showed, and what was *actually* in the field.
 - xi. Enemy bunkers and defense installations were so well camouflaged that they could never be discovered by aerial reconnaissance, and by ground reconnaissance only at very close range (e.g. reconnaissance had to be done on foot).
 - xii. Partisans: They were an unrelenting threat, especially in the East. *Constant* watch/reconnaissance/security/etc. were undertaken to address this threat. Surprise attacks, especially in rear areas, were always to be expected. Security and reconnaissance activity had to be greatly increased. Partisans endlessly changed their position/encampments. They were difficult to locate in the vast rear areas that were only sparsely occupied by German troops. Reconnaissance and security measures were essential, esp. behind front lines, as partisans were likely to attack “soft,” but vital, targets in the rear.
 - xiii. “Intelligence estimates furnished by headquarters cannot always provide conclusive data. It is the responsibility of every Commander to obtain more specific information about the enemy and terrain in his zone of advance. This is accomplished by distant, close, and battle reconnaissance...if reconnaissance missions fail to obtain adequate results, improper employment of forces can hardly be avoided. Failing to carry out adequate reconnaissance...may involve falling into an ambush or unexpected enemy resistance. This applies in an immeasurably higher degree to wooded and marshy areas than to any other type of terrain.”
 - xiv. “...continuous reconnaissance of the flanks must be assured. Any Commander who neglects to provide for all-around security, particularly in forests and swamps, has but himself to blame if his troops...are surprise attacked or not prepared for an ambush which was not recognized in time.”
 - xv. “The more difficult the terrain, the greater the need for continuous and intensive reconnaissance.”

xvi. “It is essential...to have constant news of the general situation.”⁵

b) Late War

- i. Luftwaffe crippled, most reconnaissance was now carried out on the ground, and all the more crucial that it be done often, and by foot soldiers. Lack of Luftwaffe reconnaissance also mandated greater need for security measures for ground troops.

2. COMPOSITION, SIZE, & INSPECTION

a) Importance of Teamwork

- i. Camaraderie among reconnaissance units and scouting patrols was of the utmost importance. They had to be able to stand independently with confidence. Germans placed incredible emphasis on teamwork within reconnaissance troops, and felt that, “Teamwork was the secret of successful reconnaissance.”
- ii. Haphazard formed reconnaissance/scout patrols, made of soldiers who had never worked together before were of little value. They had to function as a unit long enough to know/have confidence in each other and their leader. *“Camaraderie had a significant influence upon the performance and morale of all soldiers. Concerning reconnaissance units, this is even more significant.”*

b) Composition of Patrols

- i. A squad of riflemen is the core/basic composition of a reconnaissance/scout mission or patrol.
- ii. Only the most capable soldiers were selected for these objectives.
 1. “Cunning, versatility, and ability to grasp orders rapidly...the offensive spirit, resourcefulness under all circumstances and especially at night, cold bloodedness, and the ability to act quickly and independently should be characteristics of men selected for reconnaissance units.”
 2. “Cunning and cleverness, a quick eye and resolute action, a love of adventure and boldness are the prerequisites for the successful execution of every reconnaissance mission.”
 3. “Success depends entirely on the proper selection of personnel.”
- iii. Usually a soldier with an automatic weapon was placed at the front of patrol, esp. on larger missions.

⁵ A great deal is said in these few words. This entire outline could almost be summed up in that one quote.

c) **Patrol Size**

- i. Number and strength of patrols, and their equipment and arms, depend on situation, and mission/objective. Size could range from 1 soldier to full squad.
- ii. General Note on Comparative Size: The Germans reconnaissance squads were of a low-man count compared to other countries. The latter often preferred reconnaissance squads that were even larger than their normal squads, and made more use of runners. The Germans, however, often had radios, and operated as reduced squads (down to teams consisting of only 2 to 4 men).
- iii. Small Patrol (less than full squad)
 1. Benefits of Small Patrols
 - a) Better at being undetected.
 - b) Less noise.
 - c) Leave less of trail.
 - d) Agility/move faster.
 - e) Easier to keep together in dense terrain.
 - f) Usually able avoid direct enemy contact, and quickly retreat if fired upon.
 - g) If just doing observation, can be 1-3 troops.
 2. Drawbacks of Small Patrols
 - a) If engaged, less chance of survival.
 - b) More firepower (MP40 v. K98) would not give a small patrol a much better chance of survival if they ran into a platoon/formation.
- iv. Larger Patrols (full squad)
 1. Sent out if expecting enemy engagement.
 2. Have more/better firepower.
 3. Assistant Patrol/Squad Leader(s).
 - a) All large patrols had an assistant leader.
 - b) The assistant leader would take up the rear to assure no one was separated (e.g. same as normal rifle squad).
 4. Drawbacks of Larger Patrols
 - a) Greater numbers = more noise.
 - b) Greater chance of detection.
 - c) Less/slower mobility.

d) Pre-Patrol Planning & Inspection**i. Planning**

1. Unit Commander needs to make sure Patrol Commander understands exact mission, and has a precise understanding of what information is to be obtained.
2. If more than one objective, Commander should list order of importance.
3. Strength and arrangement of patrol contingent on situation and objective.
4. Every soldier receives an exact assigned mission. Each should also know the purpose of the entire mission: If leaders are killed/injured, the mission can continue.
5. Reporting Back to Command
 - a) The Unit Commander should state when patrol is to report back, and by what methods (radio/messenger/etc.).
 - b) Reporting back often required when patrol crossed a certain point, even if not yet achieved objective, or encountered any sign of the enemy.
6. Must always know (if possible)
 - a) How far can a patrol go without encountering the enemy?
 - b) From what point onward must a patrol *expect* enemy contact?

ii. Pre-Patrol Inspection

1. No unnecessary equipment.
2. Full canteen (if brought).
3. Required rations (if brought).
4. Proper weapons, ammo, etc. for mission.
5. No insignia/written orders/situation maps/letters/docs that may ID the unit should be carried by the reconnaissance team (e.g. gather intelligence, don't provide it if captured).
6. Nothing that reflect lights/rattles.
7. Know challenge/password.
8. Know individual duty within patrol.
9. Know individual place in patrol formation.

10. All soldiers should know mission objective. Most important is:
 - a) Enemy's situation and actions.
 - b) Own mission and disposition.
 - c) Objective should not be long-winded. Be clear and concise.
11. Radio person had batteries, frequencies, call signs, and codes.
12. Flashlight for night patrols.
13. Helmets often left behind to improve issues of hearing, vision, noise, and silhouette.
14. Watches, if needed.
15. How much ammo you have/can use. Scout leader should know cumulative numbers of entire patrol. Some ammo should be saved for reserve.
16. Signals
 - a) Color codes to use (flares, flashlights, etc.).
 - b) Under what circumstances to use signals.

e) **Reconnaissance & Engagement**

- i. As a general rule, scout troops on a reconnaissance missions seek to *avoid* combat engagement, and only engage as a *last resort*.
- ii. "Shooting is wrong and considered only when meeting an overpowering enemy."
- iii. "Shooting betrays and endangers the entire missions."
- iv. "Scout troops shun fighting as much as possible. Only when they encounter an enemy which makes fulfilling the mission impossible must they...fight."

3. **SCOPE & TYPE OF RECONNAISSANCE PATROLS**

a) **Three Classifications of Reconnaissance**

- i. Operational Reconnaissance: This is mostly gathered *before* major ground operations begin, and provides information to plan, execute (or monitor the progress of on-going operations). The information was often submitted to a central location so pattern analysis could be formed based on situation reports, maps, etc. The Luftwaffe often did most of this when possible, but it was conducted by whatever means was available/necessary as the situation dictated.

- ii. Tactical Reconnaissance: Conducted in an area just behind operational reconnaissance and provides the information necessary for the commitment of troops, once one or more operational objectives are assigned.
- iii. Battle reconnaissance: This is conducted right after troops begin to deploy. Once tactical reconnaissance missions provided information that allowed the Commander to commit troops into a particular battle, battle reconnaissance missions provided information necessary to plan such a battle.
- iv. NOTE: Most of the time it may be difficult to classify a reconnaissance mission into a definitive class or type, as their nature and objectives often blend.

b) Two Basic Types of Patrols

- i. Non-Combat: Do not seek out and/or avoid enemy engagement.
- ii. Combat: Seek out enemy engagement and/or combat.

c) Scope & Objectives

- i. Patrols of each type are usually sent out for very specific tasks/objectives that can be narrow or broad in scope.
 - 1. Narrow: Find a river crossing, locate next crossroad, etc.
 - 2. Broad: Observe enemy units, check on overall security concerns, map Sectors X, Y, Z, etc.

d) Scope of Non-Combat Patrols

- i. Basic objective/orders for all non-combat patrols
 - 1. Observe/gather info on X.
 - 2. Be covert/stay undetected.
 - 3. Retreat if engaged.
 - 4. Report important info about nature of terrain.
 - 5. *See Sample Objectives, pp. 71.*
- ii. Gather Info/About
 - 1. Terrain
 - a) Field conditions.
 - b) Roads, bridges, ways, etc. (and conditions thereof).
 - c) Vegetation.

- d) Obstacles to:
 - a) Movement
 - a) Natural.
 - b) Manmade (minefields, etc.).
 - b) Visibility
 - a) Weather (fog, rain, snow, etc.)
- e) Any other useful info.
- f) *See Terrain Reconnaissance, pp. 23.*

2. Enemy

- a) Identity and size of enemy.
- b) Location of enemy's:
 - a) Weak points.
 - b) Strong points.
 - c) Location/extent of defensive lines.
 - d) Forward security forces/outposts (location, size, etc.)
 - e) Command/Headquarter posts.
 - f) Supply routes.
 - g) Assembly areas.
 - a) Supply.
 - b) Support.
 - c) Medical.
 - d) Bivouac.
 - e) Reserves.
 - f) Etc.
- c) Movement of enemy (New positions? Retreat? Dug in?).
- d) General intentions of enemy.
- e) Equipment of enemy, esp. heavy weapons/artillery and vehicles.
- f) Communication Methods
 - a) Field phones.
 - b) Radios.
 - c) Radio towers.
 - d) Wireless.
 - e) Runners.
 - f) Semaphores.
 - g) Etc.

- g) Disposition of troops.
 - a) Day light.
 - b) After dark.
- h) Reserves.
- i) All changes in enemy unit.
- j) Any other useful info.

3. Own Positions

- a) This was often done from the air, but could also be done via foot patrol's assessments of their own positions.

- b) *See Defensive Reconnaissance, pp. 22.*

iii. Other Objectives

- 1. Aside from gathering the above info, objectives could also be to watch a certain location and/or keep enemy under surveillance (while remaining concealed) to ascertain enemy's life patterns.
- 2. Scouts and Outguards (Feldwache) were also used to assist with smooth functioning of rail/road traffic (e.g. guard/scout areas of road/railway for any hazards, natural, or man-made).

iv. Basic Scope of Reconnaissance/Scouting Methods

- 1. Static posts
 - a) Observation (*Beobachtungsstelle*, abbreviated *B-Stelle*).
 - b) Listening Sentries/Posts (*Horchselle*).
 - i. Crawl as close as they can to enemy lines at night.
- 2. Small and large patrols.
- 3. Reconnaissance/Scouting can/should occur:
 - a) In advance of engagement.
 - b) During full battle/engagement.
 - c) During periods of inactivity on the fronts.
 - d) Behind the lines to ensure security/communication/contact/etc.
 - e) To provide security for resting/rear area troops (e.g. to allow them to rest, do rear area work without enemy harassment, etc.).
- 4. Use signals, avoid talking.

e) **Types of Non-Combat Patrols**

i. **Security/Scout Patrols**

1. **Basic Concepts**: Scout and security patrols mainly function to obtain general information, or to check for security concerns/breaches. There are often overlapping objectives among these types of patrols, likewise with feldwache and non-combat vorposts (*See Vorpost section, pp. 49*). Any of the other types of non-combat patrols could also have overlapping objectives with security/scout patrols. “Good ground reconnaissance grants some security at the same time. They complement each other.”
2. **Basic Missions & Objectives**
 - a) Report on condition of X, Y, Z (road, river, Sector A, etc.).
 - b) Locate X, Y, Z (river crossing, village exits, targets, enemy, etc.).
3. **Short Range Scouts**: Sent for *general* observation of an immediate/nearby area.
4. **Security Patrols**: Sent for a *security* sweep of nearby area, to check immediate area for any security concerns or breaches. Especially critical when troops are at rest (night) and can be attacked or observed by the enemy. “*All units, even those in rear areas, must be highly vigilant.*”
5. **Spähtruppen/Scouts**
 - a) Sent to locate enemy positions and obstacles, or some other objective (e.g. find a resting spot, with cover/concealment, for troops on the march, find an assembly area for gathering troops, etc.).
 - b) Usually have one NCO and 3 to 4 men. When just seeing is enough, a scout patrol is only a few scouts, or even a single soldier.
 - c) Avoid direct contact with enemy, and retreat if fired upon.
 - d) Go around enemy troops/security, or let them pass by, upon actual contact, they are to be killed immediately.
6. **Offensive Scouts**
 - a) Before an attack on a large and fortified position, the Germans often attempted to obtain information about the area via reconnaissance and scouting.
7. **Defensive Reconnaissance**
 - a) As the name suggests, these scouts perform duties related to defense.
 - b) Determine enemy’s:
 - a) Advancing lines/possible routes of advancing lines.
 - b) Concentration areas.

- c) Preparations.
 - d) Size (squad, platoon, company, etc.)
 - e) Equipment (weapons, vehicles, communications, etc.)
- c) Find ideal locations in Sector X, along Road Y, etc. for placement of blocking forces and/or obstacles, etc.
 - d) Constant reconnaissance and observation of immediate area prevents surprise attack, esp. at night (forward listening posts, etc.).
 - e) In a defensive position, it is hard to send scouts too far out (if at all), if enemy is in very close proximity.
 - f) Preparations for an attack are made in assembly and/or rear areas. During such times, scout and security patrols are sent out to protect flanks.

8. Scout & Security Duty Require

- a) Clever use of terrain.
- b) Keen observation of terrain, visual familiarization and target recognition.
- c) Quick and silent working through underbrush and other difficult, but passable terrain.
- d) Silent clearing away and overcoming of obstacles.
- e) Precise reading of maps, use of compass, and binoculars.
- f) Quick climbing of trees, good observation.
- g) Unnerving ability to find one's way in the terrain, esp. at night.
- h) A quick collection of observations in brief, clear written/verbal reports.

9. Composition of Security/Scout Patrols

- a) 3 to 4 soldiers (can be as little as 1 soldier, esp. if *just* scouting).
- b) No MGs. Usually just K98 or MP and grenades.
- c) Report what was seen.
- d) Avoid engagement/retreat if fired on.
- e) Person in back would breakaway if engaged, and go back to report.
- f) Paths and Trails: Take note of recent traffic (foot or otherwise), inspect morning dew for unnatural disturbances, etc.

ii. Terrain Reconnaissance (Gelandeerkundung/Site Surveying)

1. *Germans placed great emphasis/stress on terrain reconnaissance, realizing the influence terrain has on every operation.*
2. Terrain reconnaissance/scout patrols: Sent to observe and report on the surrounding terrain. Careful ground reconnaissance must be made to compare maps with actual terrain conditions.

3. “All items of information concerning the road network in area of advance must be noted/entered on road maps which are distributed before going into action. Numbers or names must be assigned to unmarked roads and prominent terrain features that are not previously marked on the map. These provide invaluable benefit in simplifying orientation and communications...troops need distinct terrain features that are easily recognizable as objectives, such as rivers, streams, ridges, clearings, cross-cuts, trails, of edge of swamps...this is especially true in large forest areas.”
4. “Swampy and sandy terrain can have a decisive effect upon movement and combat. It is impossible to estimate the time required for a march through such areas, and careful ground and air reconnaissance is used to verify abstract maps against real terrain.”
5. Terrain info was expected to be observed in *every* reconnaissance/scout mission without being ordered to do so.
 - a) Scouts must become familiar with terrain for reports, a hasty retreat, or if later called upon to act as a guide.
 - b) Combat units were also called on to do a great deal of terrain reconnaissance.
6. Terrain reconnaissance should gather info on:
 - a) Types of roads.
 - b) Road surfaces.
 - c) State of road conditions/repair.
 - d) Paths.
 - e) Tree height.
 - f) Location of high/low ground.
 - g) Location of swamps/marshes.
 - h) Washouts.
 - i) Mudslides.
 - j) Streams/rivers.
 - k) Conditions of road/bridges.
 - l) Ditches.
 - m) Walls.
 - n) Muddy fields.
 - o) Clearings/open area.
 - p) Density of vegetation (e.g. prevent vehicles/troops from pulling off road and/or movement?).
 - q) Snow, ice, snow banks, etc.
 - r) Obstacles to vision or movement.
 - s) Locations that offer concealment and cover.
 - t) Etc.

iii. Target Reconnaissance

1. Proper targets for battle are critical. Scouts may be sent to determine/identify what, and where, these targets are (encampments, bridges, roads, railroad tracks, etc.), and to assess what type of ammunition/heavy equipment/explosives/vehicles/weapons/etc. would be most useful during the attack.
2. Every effort should be made to carry out daytime scouting to obtain essential info for launching a night attack. The scout troops will then be able to guide to attack forces across the intermediate terrain at night.

iv. Point Reconnaissance

1. Sent to scout a specific site (bridge, field, building, railroad, etc.).
2. Observe site from different vantage points.
 - a) What impact does different view/approach have?
3. All barricades must be watched over by fire/scout troops.
4. Listening posts/stationary scout troops are placed at all positions in which enemy approach would be viable. Exact location should be altered to avoid detection.
5. Buildings that have been completely destroyed, may be kept under observation to prevent their reoccupation.
6. Find/assess an assembly area.
7. Point Reconnaissance is often the same as feldwache/outguard duty/etc.

v. Area/Sector Reconnaissance

1. Sent to patrol/scout a specific area for:
 - a) Terrain info.
 - b) Enemy presence.
 - c) Often sent to scout non-occupied area between vorposts.
 - d) Etc.

vi. Defensive Assessment Reconnaissance

1. A scouting assessment of the German's own:
 - a) Camouflage effectiveness of own position (improve if time allows). If possible, each gunner and rifleman should look at his position (or vorpost) from the enemy side while faults can still be determined and corrected without the enemy around.
 - b) Fortified positions.
 - c) Terrain.
 - d) Avenues of approach/retreat.
 - e) Observations posts.

- f) Firing positions.
- g) Any other useful info.

vii. Route Reconnaissance

1. Sent to scout/check routes of travel for:
 - a) Terrain (all of the above terrain list).
 - b) Spots of ambush/sabotage.
 - c) Enemy traffic and/or presence/outposts.
 - d) Traversibility: Could vehicles use a road/way? Large vehicles? Motorcycle? Only by foot? Etc.
 - e) Marches.
 - f) Lines of advance/retreat to a position.
 - g) Through a mine/barbed wire field (sentry posted as a guide for friendly forces).
 - h) To gain day light familiarity with route for later night mission.
 - i) Etc.

2. Route patrols could be:
 - a) ON the road/path/railroad tracks/river/etc.
 - b) OFF the road/etc., and parallel/adjacent to route under cover of the forest, etc.

viii. Long-Range Patrols

1. These are often only used in exceptional cases, such as when contact with enemy has been lost altogether for extended period of time.
2. Mission: collect specific info, harass enemy rear area/create unrest behind enemy lines (e.g. for a long-range combat patrol).
3. A pure (long-range) reconnaissance mission is more usual than a long-range combat patrol.
4. A long-range combat patrol is more likely to be thought of as a “patrol with special task” (*See Patrols with Special Tasks, pp. 23*), with an objective such as blow-up a bridge/road/train station/etc. that is located far behind enemy lines, etc.
5. Every man in long-range patrols should carry his own rations, weapons, protection against inclement weather, and items that might be needed to care for the wounded.
6. On missions of this type vehicles and MG are more likely to be a hindrance rather than an aid.
7. Anti-Partisan “hunter patrols” also fell into this category. These were often the size of four squads. Mobility to be on foot/animal/or skis. They were expected to operate up to two weeks without a re-supply. They were armed liberally with light machine guns, auto/semi-auto rifles, sniper rifles, and grenades.

ix. Visiting & Contact Patrols

1. Maintain contact between stationary or moving elements.
2. Visit/check-on outposts/outguards, rear areas, maintain contact with nearby units, etc. Also serve as liaisons to all of the above.
3. Scout areas/broken terrain separating nearby stationary units/sentries/rear areas/etc, scout un-occupied areas in between the same (this is more of a security-type patrol).
4. As a rule, these consist of only 2 soldiers.⁶
5. Also as a general rule, contact is established to the right (esp. after assorted vorposts, outguards, etc. have been set up. Each station will establish contact with the closest post on their right side).

x. Flank Patrol

1. Screen flanks of (own) moving forces
2. (This was often used for larger marches/movements, and is not too useful for reenacting purposes).

f) Scope of Combat Patrols (Gefechtsspähtruppen)

i. Basic Objectives/Orders for all Combat Patrols

1. Observe/gather info on X.
2. Engage enemy in some manner based on objective.

ii. Two Types of Combat Patrols

1. Combat.
2. Counter-Reconnaissance (drive off enemy patrols).

iii. Basic Scope of Combat Patrol Methods

1. Usually better armed, and larger.
2. Usually function at night.
3. Reach objective without detection, and then suddenly attack.

⁶ The number of soldiers for this seems very low, so I am citing the exact source. German Squad Tactics in WWII, Matthew Gajkowski, The Nafziger Collection, Inc. 1st ed. 1995, pp. 42.

g) Types of Combat Patrols

i. Combat Patrols

1. Tasks

- a) Harass forward enemy positions.
- b) Go behind lines and attack facilities in the rear.
- c) Raid specific front line gear/equipment.
- d) Get as close to enemy lines as possible.
- e) Disorganize enemy.
 - a) Force enemy into slower combat formation advance/delay movement.
- f) Inflict casualties.
 - a) Human.
 - b) Vehicles/supply losses.
- g) Test enemy strength.
 - a) If weakly defended position discovered *Strossstruppen* (shock troops) would overrun it, and attempt to hold until reinforcements could arrive.
- h) Capture prisoner for info.
- i) Destroy a target.
- j) Etc.

ii. Reconnaissance-In-Force Patrol

- a) Offensive engagement operation.
- b) Mission: Locate enemy, test enemy strength at locations other than outposts, and provoke some form of reaction (*See g, above*).
 - a) Type of reaction will provide info about enemy.
 - b) Often done at night, attacking flanks.

iii. Scouts in Advancing Rifle Platoon

- a) Scouts: 2 or 3 riflemen act as security when platoon advances.
- b) Scouts would be about 200-400 meters (220-430 yards) ahead of platoon, and their job was to uncover enemy positions in the attack corridor, typically by drawing enemy fire.
- c) As these were use for Platoon sized movement, it's not an ideal for reenacting.

iv. Woodland Combat Scouts (Combat in Woods)

- a) Woodland combat was the primary task of riflemen and machine-gunners: heavy support often impossible.

- b) While attacking/defending the woods, the Germans often divided the area in to sectors, which were then assigned troops to deal secure/patrol/guard/hold/etc.

v. **Counter-Reconnaissance Patrols**

1. Counter-Reconnaissance Basics

- a) Determine intentions of enemy reconnaissance patrols.
- b) Ambush or drive off enemy patrol.
- c) Stop/slow/prevent reconnaissance patrols of enemy.
- d) Capture a prisoner (interrogation).
- e) Locate enemy snipers, establish own snipers.
- f) Monitor roads, ways, and paths leading to/from enemy villages, rear areas, encampments, for enemy patrols.

2. Aid Outposts

- a) Detect enemy patrols/advances/attacks.
- b) Prevent enemy doing their own reconnaissance patrols of any type.
- c) "Patrols go where outposts cannot see."

h) **Patrols with Special Tasks (Spahltreppen mit besonderen Aufgaben)**

- i. These could fall into both non-combat and combat-based objectives.

ii. Scope & Type

- 1. Very specific missions.
- 2. Destroy target/demolition.⁷
 - a) Bridge, building, outpost, enemy equipment, roads, etc.
 - b) When time allows, well-hidden anti-tank obstacles or traps should be installed by engineers. Must be very powerful and located to insure enemy is taken by surprise, and be diverted in time. Locate these at bridges, defiles, behind bends in roads, choke points, etc.).
 - c) Mine fields to protect very important positions.
 - a) The fields should be well-hidden.
 - b) Placed in front of, and in, the actual positions.
 - c) On convoy routes.
- 3. Ambush convoys.
- 4. Attack enemy patrols.
- 5. Other harassing actions.

⁷ Demolition objectives (e.g. mine a road, place explosives on a bridge, etc.) are perfect for non-combat field scenarios. I intend to suss this section out with much greater detail in future version of this outline.

6. What makes these “Special Tasks?” The objective is just something that is not typical for a reconnaissance patrol and/or may require some special equipment (e.g. explosives, etc.).
7. Can be short-range/long-range missions.

4. RECONNAISSANCE REPORTS & INFORMATION ASSESSMENT

a) Reconnaissance Reports

- i. Provide AAR as soon as returned to own lines.
- ii. Important observation about *own troops*, as well as enemy, must be reported quickly.
- iii. Determine when, and under what conditions, and by what means, reports are due back to command.
- iv. Be factual, not judgmental.
 1. Only facts ascertained by own observation belong in the report.
- v. Let higher-ups make the “judgment/assessment” of raw info.
- vi. Answer: How, What, When, Where, Who, etc.
 1. Bad Report: “In morning, enemy squad moving into defensive position.”
 2. Good Report: “0930hr, 10 uniformed men moving to the south across a stream into clump of trees.”
- vii. Write clearly, and not too small. Report must be able to be read under poor lighting conditions. Block letters are best.
- viii. Used of terms like “right,” “left,” “behind,” “in front of,” etc. should not be used. Use compass directions instead.
- ix. If map/sketch is included, always indicate North with an arrow.
- x. Diagrams to be done on full page (so can be read in dim light).
- xi. If don’t know the name of area, designate in some manner so there are no misunderstandings (e.g. a group of houses at east edge of forest between Siegsdorf and Holzen).
- xii. Streets, crossroads, sector/village entrances/exits, etc. must be carefully designated (with compass points).
- xiii. Exchange reconnaissance info with neighboring divisions.

xiv. First contact with the enemy is reported when not otherwise commanded.

xv. Critical questions to answer

1. Where is the enemy, or believed to be?
2. What is their size/numbers?
3. Where are his left/right flanks?
4. Where are advance security elements?
5. What are habits of their patrols?
6. Where are his fields of fire?
7. Who made the observation?
8. What was determined?

b) Speed & Productivity

- i. Scouts are only useful if they transmit information quickly. Scouts should not waste time. The best report is of no use if it comes too late, or not at all. Scouts should provide the means to get the most complete information in the shortest time possible about relevant terrain features or enemy forces encountered (regardless if they are the objective of the reconnaissance mission or not), but this should be balanced with the relative safety of the troops (e.g. don't rush such that you make mistakes, give away positions, get killed, etc.).

c) Educated Guesses

- i. It takes times to gather/report/compile/assess info. Sometimes too much time. An educated guess may be the best alternative.

5. VARIOUS FIELD & PATROL NOTES

a) Introduction

- i. This section is a total mishmash of random notes that are related to various field concerns (such as patrol tactics, movement, observation, concealment, partisans, rear area security, etc.), but is mostly unorganized.

b) Listening & Observation

- i. "One can better hear noises when one presses the ear to the ground."
- ii. "At night vision is better when lying down than standing or kneeling."
- iii. Distance to sound source at night: greater than you think
- iv. Distance to light source at night are very hard to judge.
- v. As a general rule, 1 scout will observe, while the other secures the area by watching all sides (if only 2 scouts).
- vi. "In modern combat, the enemy is mostly still visible only by an experienced eye. The observation ability is increased by constant training."

c) Individual Observation/Duties

- i. Each soldier assigned a sector to cover/watch when moving/halted/engaged.
 1. e.g. while in formation, Soldat X watch to the right, Soldat Y watch to the left, Soldat Z watch to the right, etc.
 2. Always have someone watching the rear, and/or towards enemy territory (esp. if on the return trip).

d) Squad Splitting and/or 2 Patrols Working Together

- i. In reconnaissance/scout missions, the squad is often split into *two groups*.
 1. Each group covers the other for mutual security.
 2. One team always lies in position, while the other advances.
 3. The leader of the 2nd team (usually the truppführer) takes the best riflemen, and keeps constant communication with the scout troop leader, who leads the 1st team.
 4. If enemy contact is probable, scout leader stalks ahead with only part of the scout unit. The second in command stays back with the others.
 5. Second team follows 30 steps behind, or as conditions permit.
- ii. If 2 full squads work together, they should approach objective from different angles.
 1. Squad A may cover Squad B, as Squad B is doing the actual scouting (e.g. larger version of the split squad cited above).

e) Lulls in Action

- i. Take advantage of these, and send out a patrol.
- ii. “*Observation is not allowed to lapse when battle does!*”

f) Fog

- i. Russians often used night and fog as cover for activity and raids. Be especially mindful of this. Special Russian troops and partisans were trained to attack German rear areas.

g) Upon Contact with Friendly Forces

- i. Inform each other of mission(s).
- ii. Relay any useful observations/info/etc.
- iii. Ask for useful info, etc.

h) Options Upon Contact with Enemy

- i. Indicate direction of enemy by using clock face terms (3, 6, 9, o'clock, etc.).
- ii. Reaction based on mission and strength of enemy.
- iii. Get as close as possible without detection.
 1. Keep under surveillance, w/o any engagement.
- iv. Attack.
 1. If targets not indicated be scout leader, Schütze should fire upon target(s) that most interferes with accomplishment of mission.
 2. Let enemy force pass by, then attack from behind.
- v. Retreat.
- vi. Harass until larger force arrives.
- vii. Hold important terrain features until back-up arrives.
- viii. *After engagement, scout troops in the woods must withdraw quickly to a far distance from the fighting spot, because the enemy will probably reconnoiter with heavier forces in the basis of combat noise.*

i) Engagement & Hand-to-Hand Combat

- i. Shooting is wrong and is *only* considered only as a last resort when confronted by an overpowering enemy; Enemy troops are to be beaten down (e-tool, butt stock, stick grenade, etc.). No one is allowed to slip away.
- ii. Important papers, insignia, and shoulder boards are to be taken off the dead, weapons destroyed or taken, bodies concealed.

j) If Captured

- i. Per the Geneva Convention, give only:
 1. Name.
 2. Rank.
 3. Birth date.
 4. Wehrnummer.
- ii. If a soldier gives more than the above information they endanger other soldiers. They will also face charges of treason, and a soldier's family at home might also face criminal persecution if a he provides the enemy with intelligence.
- iii. If worse treatment ensues (torture), or promises of friendly treatment (food, cigarettes, accommodations, etc.) are offered, the soldier must not provide additional information to the enemy under any circumstance.

k) Choice of Route

- i. Choice of route could mean life/death, esp. on small, covert missions with no intent to engage the enemy. The enemy could be anywhere. Reconnaissance/scout patrols are not nature strolls in the woods. They are military operations upon which life hinges. Be covert. Always act as if under fire/watch from enemy. *See Exhibit 2, pp. 84.*
- ii. Avoid regular schedules/identical paths. The enemy will soon discover the routine, and annihilate careless troops. Never change guards, or leave for patrols on a regular schedule/timetable.
- iii. Headquarters should know basic route so they can:
 1. Avoid friendly fire.
 2. Provide support, if needed.
- iv. Return Route
 1. Should be different than outward route to avoid an ambush on return if detected by enemy.
 2. Each scout should memorize distinct terrain points.
 3. The route could also be inconspicuously marked for travel in difficult weather (fog, night, etc.) by returning troops, or if the same path back is used.
 4. Identify unobstructed and clear return paths/ways in case of hasty retreat.

l) Movement

- i. Should be from sector to sector, observation/vantage point to observation/vantage point.
- ii. Sectors and Sector Size
 1. Control by sector with close objectives allowed independence (of assigned troops) within a larger framework of set tasks.
 2. The further from the enemy, the larger the sectors can be. The nearer the enemy is, the smaller the sectors should be.
 3. If a sector is of significant importance, troops should not enter them blindly (e.g. without caution), even if no enemy is suspected to be in the area.
- iii. The closer to a reconnaissance goal (esp. bridge, building, etc.), the slower and more careful the advance.

- iv. Speed of Mobility on Foot
 - 1. 3.5 – 4.0mph (6.0kph) in ideal terrain/weather (roads, good trails, level ground).
 - 2. 2.5mph (4.0kph) in hilly/mountainous terrain in daylight, and about 2.0mph (3.0kph) at night (on good roads/trails).
 - 3. Cross-country: 1.5mph (2.5kph) in daylight, 1.0mph (1.5kph) at night.
 - 4. When attempting to avoid detection, in dense vegetation or broken ground, at night, etc., progress may be measured in only hundreds of yards per hour.
 - 5. Note: It was not uncommon for higher headquarters to have unrealistic expectations of rates of foot patrol movement (until they learned from experience).
- v. “For visibility, on a dark night the front man can have a white handkerchief or piece of paper on the rear of his uniform. Marching space is decreased, short stops for regrouping the formation are inserted.”
- vi. Being silent requires meticulous movement. This takes time. **GO SLOW**.
- vii. Always watch for airplanes. If they are spotted, move to areas with dark backgrounds, if possible. If not, keep absolutely still. It is much easier for them to pick up ground movement than one might suspect.
- viii. With the first light of day, movements must grow more cautious, with more stops and surveys of terrain with binoculars and security measures.
- ix. “To not get lost in the total darkness, each one in line was tied to the man in front of him by a rope.”
- x. Advance with frequent, short halts, to observe & listen.
 - 1. Avoid sudden actions that would draw attention. Make no hasty moves.
 - 2. Halts should be at clearly defined features that provide concealment at worst, cover a best. Once achieved, reorganize and re-orient.
- xi. Often helpful to sling rifle around neck so both hands are free (depending on terrain), and esp. when crawling knees and hands.
- xii. Bridges, choke points/narrow points/crossings, footbridges, town entrances, etc.; these points may be mined and under a field of fire. Be careful. Such points can also be inconspicuously marked for own troops.
- xiii. When within sight of enemy, advance by creeping/crawling.

xiv. Traversing Clearings & Open Areas

1. Cross fields/roads/clearings at narrowest points (and watch for enemy to do the same).
 2. Avoid going over open hills/mounds/fields.
 - a) Only do so when no other option, otherwise go around. If must cross such terrain, do so in quick bounds.
 - b) It is wrong to crawl over the top of a hill that is under enemy observation; it is much better to make a sudden dash from one covered position to another.
 3. When coming to a clearing, patrols should move simultaneously through the woods on each side of a clearing, as to reconnoiter the circumference/all sides.
 4. When going around a clearing, measure the length of the path around with a pace count. To be able to continue marching in the exact same direction, one must go back on the far side the same number of steps from the clearing as it took to get to the edge (you have to come back as far as you went out, in order to be in the same place as if you went straight across the clearing).
 5. Short halt called when arriving at clearings, roads, open fields, leaving cover of woods, etc.
 - a) Large Patrol: Machine gun, etc. brought up to cover the advance across open land.
 - b) Small Patrol: Majority of soldiers provide cover for individual/smaller groups as they cross the open area. Once the majority of soldiers has crossed clearing, they then turn around and cover for those not yet across. Cross at irregular intervals, or at all once, contingent on situation. *See Split Squad, pp. 32.*
 6. Take my binoculars, climb this tree, and observe the advance of the first/second team, and the enemy territory.”
- xv. To climb trees, drive empty shell casings into tree trunk, then go up, and add more as needed.
- xvi. When moving, observation must be vigilant for tree snipers.

m) Concealment

- i. NOTE: Concealment is not the same thing as “cover.” Hiding in leaves might provide *concealment* from enemy detection, but it does not provide *cover* from bullets or artillery (if detected). A foxhole would provide *cover* from artillery, but would only provide concealment if it was also camouflaged.
- ii. Take most concealed (not shortest) path toward objective. Little concealment is better than none. Even scattered low bushes might be enough to break up a soldier’s silhouette. *See Exhibit 1, pp. 79.*
- iii. Emphasis should be placed on making the utmost use of every fold of the terrain, so soldiers will be trained to recognize for themselves how to take advantage of even the slightest favorable feature of the land.
- iv. Use shadows, subsoil, and background for camouflage.
- v. Movement betrays the finest camouflage. Avoid all unnecessary movement in vicinity of a position if there is chance of observation by the enemy. The best camouflaged position is worthless if, during or after its creation, it is revealed by the movement of careless troops. “*A single member could be responsible for holding up entire squad, or giving away a position by frivolous or unmilitary-like behavior.*” Don’t be “that” guy.
- vi. Do not leave impressions in moss and the earth; also be on the lookout for the same.
- vii. Camouflage in woods is of highest importance. Facemasks, face and hand blackening, helmet camouflage (spread with dirt, use twigs/leaves/etc. in helmet band), zeltbahns, etc. are always to be used when available. Note, however, that camo gear is usually issued organizationally, and issued to snipers (masks), outpost personal, and like troops. This stuff is not that common with basic troops who happened to be assigned a reconnaissance/scout objective. However, numerous photos do exist showing makeshift facemasks made out of Zelt material.
- viii. Creating Positions
 1. Trench work is almost always betrayed by freshly excavated earth (either lighter or darker in color), sharp edges, and shadows of dug holes. Sharp corners and straight lines should be avoided.
 2. Any pattern in the arrangements of positions and the method of camouflage must be avoided.
 3. Foliage used for camouflage must be changed every morning. Dried and wilted camouflage can betray the best designed position.
 4. When constructing camouflage for static positions, gather brush away from the position. Disturbed foliage in your immediate are can give away position. *Before* starting construction of trenches, lay aside material for camouflage so the area

may quickly be concealed in case enemy patrol or aviators appear. If they appear, work is stopped at once and concealed (zelts, prepared material, brush, etc.).

5. Do not lay out square pieces of sod; hide them. Positions will be clearly revealed because of large, regular bare spots (esp. in aerial photos).
 6. If looking to create a position that is insurmountable to tanks, the following have proven to be effective:
 - a) Water over 5' deep, 15' wide
 - b) Inclines of more than 45 degrees
 - c) Tall, thick woods, with tree trunks more than 6" in diameter.
 - d) Strong points of defensive systems should be carefully built at points secure from tanks (e.g. in dense woods, steep rises, behind wide ditches, etc.).
- ix. Moonlight
1. Stay in shadows, avoid moonlight.
 2. If moon is out, keep it to your back. It is harder to see when looking into/toward a light source. This helps keep you hidden, and illuminates the area in front of you.
- x. Smoking forbidden
1. Leaves evidence of recent patrol.
 2. Smell.
 3. Light at night.
- xi. Body Mastery
1. This is of greater importance at night. Suppress cough or sneeze with extreme effort. Lie down and press mouth tight into elbow of arm until it passes. The entire mission could fail because of one soldier who is careless in conduct.
- xii. Avoid hard ground and foliage, if possible, to reduce noise.
1. Advance with lifted knees (stork like) to avoid stumbling and noise.
 2. At night advance much slower than during the day.
- xiii. Enemy Flare, Searchlight, Etc.
1. If recognized before ball ignites, drop to ground.
 2. If not, freeze in place.
 3. After it goes out drop to ground, roll away, wait and listen for several seconds.

4. If no sound from enemy, continue mission, but stop and listen/watch all the more.
 5. Be sure to also use these moments for your own observation of the enemy.
- xiv. Use slit-covered binoculars to minimize reflective glare.
 - xv. If possible, stay 30-50 yards within edge of woods/paths/roads/etc. From time to time must look onto path/way to determine if there is enemy presence.
 - xvi. Do not take cover behind conspicuous objects (lone tree, bushes, highest point of an elevation, etc.). These offer the enemy a good landmark, and quickly draw enemy fire.
 - xvii. It is far better to look around the *side* of object (large rock, wall, tree stump), from *ground level*, than to look over the *top* of it.
- n) **Common Mistakes**
- i. Creeping too slowly at first (when far away from enemy).
 - ii. Shooting at nothing.
 - iii. In small patrols, spreading soldiers too far apart (weakens patrols over-all defense/offense).
- o) **Partisans**
- i. “Partisans succeeded by tying down enemy forces; destroying their supplies, transports, communications, eliminating collaborators, and supporting conventional military reconnaissance, intelligence, and espionage. Success depended on small units, independently deployed, but with a central command or common goal.”
 - ii. Partisans are everywhere and nowhere.
 - iii. “Enemy resistance groups were considered different from what is otherwise usual at the front. Their cunning, viciousness, and cruelty have to be met with special attention, resoluteness, and harshness...unlike the military, the partisans adhered to no set doctrine, used no set order of battle you could study, and basically struck when most opportune.”
 - iv. “The essential thing about anti-partisan warfare – one must hammer this home to everybody – is that whatever succeeds is right. Here’s the most important point: if someone does something which is not according to instructions but which leads to success or if he is faced with an emergency with which he can only deal by using brutal methods, then any method is right which leads to success. The object must be to exterminate the partisans and re-establish order...the annihilation of the partisans is an overriding duty. Therefore anything which assists in the annihilation of the partisans will be considered right and conversely anything, which does not contribute to the annihilation of the partisans, will be considered wrong...The enemy is using fanatical, communist-trained fighters who don’t hesitate to commit any act of violence. More than

ever this is a question of survival. This fight has nothing to do with military chivalry or with the agreements of the Geneva Convention. If we don't engage in this fight against the bands with the most brutal means possible – the forces will soon be unable to control this plague. Therefore, the troops are authorized and required to use all means possible in this fight without any restrictions – including against women and children – as long as it leads to success.”⁸

- v. “In battle they [the troops] can do what they like...what people do while fighting is not written down in these regulations.”
- vi. “All troops, including supply units, technical units, and security units, must be able to conduct actions against bands of partisans, as they attack railways, roadways, waterways, all types of traffic, administrative and communications facilities, and agriculture or natural resources; Guarding a simple water source may be of the utmost importance.”

p) Woman & Children in the East

- i. Russians often made use of civilians for intelligence missions and posted them as sentries/scouts, including women and boys aged 8 to 14. *Always* be suspect of civilians, esp. in the East.

q) Rear Area Security

- i. Most available forces would be allocated to the main effort/front. Security in the rear was left to minimal supporting troops who relied on extreme measures to ensure order and clear lines of communication.
- ii. “In rear areas, minimum troops were used to be used for security, with a distinct focus using headquarters and provost units.”
- iii. “A proviso from field service regulations qualified that “no more manpower than is absolutely necessary” was committed to rear area security. All troops, troop billets, traffic and economic installations as well as war important plants have to protect themselves, and to be protected against, partisan attacks through security measures.”

r) German Uniforms

- i. Russians often dressed in German uniforms for raids and patrols. Always be on guard.

s) Pre-Reconnaissance Scouting

- i. If possible, have scout troops view the starting point/area/sector (during the day time) of a later night patrol. This will make it easier for them at night.

⁸ Adolph Hitler, 1942 (as quoted in German Counterinsurgency Revisited, Melson D. Charles, Journal of Military and Strategic Studies, Volume 14, Issue 1, Fall 2011, pp. 8, 15.)

t) **Bicycles**

- i. Germans made extensive and effective use of bicycles for scouting and reconnaissance.
- ii. Average speed: 10mph (16kph)
- iii. 100 miles (161km) in a day was not difficult.⁹
- iv. Only useful in places with good roads and trails.

u) **Encountering Obstacles (esp. man-made)**

- i. Assume to be under enemy observation when this happens (esp. mine fields, barricades, etc.).
- ii. Enter these areas into map/Meldeblock for own troops to use at later point.
- iii. Way motorized patrol should deal with road blocks:
 1. Shoot into probable positions.
 2. If no return fire, dismount and remove.
 3. This is a *bad* approach for foot patrols, as it gives notice you are in the area. Instead, detour around the obstacle, and remain unnoticed.

v) **Create Diversions/Enemy Confusion**

- i. Locate a specific target during the day. Set up mortars/artillery to shell. Wait till dark.
- ii. Shell area at night.
- iii. Immediately *after* night shelling, send in reconnaissance troops while enemy is still disorganized.
- iv. Machine guns/artillery coordinated to cover withdrawal of a detected patrol.
- v. Use object on string to divert enemy to “fake” noise. Troops in other area fulfill mission.
- vi. Shell area *next* to area to be scouted to create a diversion.

⁹ As an avid cyclist, I find this number *very* hard to believe. The source; World War II Combat Reconnaissance Tactics, Gordon Rottman, Osprey, 2007, page 17.

w) **Woodland Scouts/Settings**

- i. *“The conduct of reconnaissance and security operations in forest and swamps requires the most meticulous preparation in every respect.”*
- ii. While attacking/defending in the woods, the Germans often divided the area in to sectors. Troops were then assigned to various sectors to control/guard/patrol/etc.
- iii. *Constant* reconnaissance/scouting was stressed in order to ascertain the enemies’ weakest manned positions.
- iv. “Reconnaissance and scouting is carried out even though company strength becomes temporarily reduced.”
- v. Column formation is generally most suitable for advance in the woods.
- vi. An E-tool in the belt, ready to grab as close-combat weapon, can be useful in the woods.
- vii. Decoy positions in forest are useful.
- viii. “Even long searching observation does not reveal the excellently camouflaged Russian. Frequently, German scout patrols passed through the immediate vicinity of Russian positions or individual riflemen without noticing them, and were then taken under fire from behind. *Caution must be doubled in wooded areas.* In such areas the Russian often...must be driven out individually. Sniping from tree to tree is favored by the Russians.”
- ix. “On the edge of the woods toward the enemy, the Russians left only outposts for guarding and screening the main line of resistance, which was deep into the forest. This security line was often a spring board for enemy reconnaissance and scouting.”
- x. If there is a need to fire, it must be coordinated, and delivered in short, heavy bursts. This has a psychological effect in woods.
- xi. If enemy retreats, rapid pursuit will prevent reorganization/counter-attack (combat patrols).

x) **Random Notes**

- i. The enemy approach in the dark must be detected by reinforced scout troop operations, advance listening posts, and illumination of the front terrain, as well as by building obstacles that make noise (sheet metal, cans filled with stones, etc.). Necessary preparations for night activity should be made during the day.
- ii. Enemy often lets scouts pass by, and then attacks from the rear. Very important to always watch for attack from behind.

- iii. Paths and ways to and from rear areas (e.g. paths of out-going patrols, paths to outpost/static position/other encampment, etc.) are to be scouted and secured from all sides.
- iv. Correct assumptions must be drawn from observations, baying of dogs, fleeing animals, abnormal silence in the woods, etc.
- v. Keep weapon safed at night. Must learn all equipment functions by sense of touch, without seeing (inc. reloading, fixing jam, etc.).
- vi. Vantage Points: When at these, stop and look around (w/binoculars).
- vii. Upon a halt in patrol, march, etc., “pull over” to side of road/path and find concealment/cover. Immediately put an observer and light machine gun (if have one) in a suitable position to provide security.

6. EQUIPMENT, COMMUNICATIONS & WEAPONS

a) Intro

- i. Scout troops must be able to move quickly, silently, and without hindrance (especially on night patrols). Any equipment that clanks or hinders movement should be left behind.
- ii. Scout patrols should be equipped with light weapons that have high firepower (in case they need to shoot their way out, if engaged by a stronger enemy).
- iii. If linked by radio/phone, could call in for mortar/artillery support.
- iv. Everything listed below is subject to objective, mission, terrain, weather, etc.

b) Field Equipment

- i. Binoculars
 - 1. 6x or 7x power.
 - 2. Statia Lines on lenses.
- ii. Maps¹⁰
 - 1. Could be a simple sketch if no real maps available.
- iii. Compass
 - 1. Know how to use one.
 - 2. Oriented to a map.
 - 3. Declination.
 - 4. Magnetic deviation.
 - 5. Etc.

¹⁰ A future edition of this outline will have detailed information on map sketching and compass use.

- iv. Flashlight
 1. If light must be used, do it under cover of tunic, or zeltbahn (better choice). Use dark colored filters, even when under cover of zelt/tunic.
 2. Colored filters also used for signaling.
 - v. Wristwatch/Pocket Watch
 1. Synchronize timepieces at start of patrol/watch/etc. for purpose of:
 - a) Meet at pre-arranged times.
 - b) Time of observation events, when reports due, actions to take, etc.
 - vi. Message Pad/Meldeblock
 - vii. Pencils
 - viii. Signal Whistle
 1. For combat missions/once engaged.
 - ix. Flares
 1. Use at night if needed for signaling.
 2. For reconnaissance purposes, these would almost never be used to illuminate a battlefield. They would only be used for signaling.
 3. Do not shoot white flares in wooded areas. These can become caught in the terrain. As a result, they can illuminate your own soldiers/positions, be blinding, and even cause burns under some circumstances.
- c) **Uniform/Clothing**
- i. Helmets camo-ed to break-up silhouette, but often left behind to improve hearing & vision, noise, and silhouette.
 - ii. Face masks sometimes used (or dark veil), or face/hands darkened with soot
 1. “Russians wearing face masks were no rarity, and enforced strict camouflage discipline. Any man who left his shelter during the day was severely punished, if it was forbidden for reasons of camouflage.”
 2. *See Concealment, pp. 37.*
 - iii. **Long Range Patrols**
 1. Every soldier should have:
 - a) Rations & water.
 - b) Weapons.
 - c) Protection against bad weather.
 - d) First aid.

- iv. For night patrols which require *complete silence*
 - 1. Leave behind¹¹
 - a) Belt.
 - b) Belt hooks (they can catch on things and make noise!).
 - c) Bayonet.
 - d) Scabbard.
 - e) E-tool.
 - f) Gas mask.
 - g) Helmet (wear field hat).
 - h) Bread bag/canteen.
 - i) Soldbuch (keep Erkennungsmarke).
 - j) Paper of all types that could give enemy info about own troops, maps, etc.
 - k) Remove names from clothing.
 - l) Blacken your face.
 - 2. Wrap ammo in paper (in pockets).
 - 3. Wrap boots in cloth/towels.¹²
 - a) Not used with uneven terrain.
- v. Zelts: wearing one mostly help against enemy aircraft camo, and to break-up silhouette.

d) Communications

- i. In defense, rapid signal communications (runners, phone, radio, flagmen, dogs, lights, flares, etc.) are even more important than they are during attack. They are needed such that enemy advances, supporting weapons, troops, and observation posts may be discovered and immediately brought under effective fire.
- ii. Signals
 - 1. Whistle and hand Signals
 - a) *See Appendix C, pp. 88.*
 - 2. With signs, flags, or flashlights, the following color codes are used.
 - a) Green: speed up, advance, go, etc.
 - b) White/no filter: neutral signals.
 - c) Red: stop, or negative (in some manner).

¹¹ Some may find the scope of this list hard to believe. As such, I am citing a specific source for it in the text. Combat Instruction for the Panzer Grenadier, Helmet Von Wehren, (trans. By John Baum), Lesson No. 11, Night Fighting, VII, page 114 (1944).

¹² Id. at 113, 116.

3. Flare Color Codes¹³

a) White

- a) “Here are forward most units!”
- b) “Here we are!”
- c) “We hold the position!”
- d) “All is in order!”

b) White fired in a designated direction

- a) “There is an enemy resistance nest!”

c) Red

- a) “Enemy holds on, barrage fire requested!”

d) Green

- a) “Artillery fire (mortar, infantry gun fire) displace forward!”
- b) “Artillery fire (mortar, infantry gun fire) lies too close!”
- c) “We want to advance!”

e) Violet/Blue

- a) A special order (e.g. “Panzer warning!”).

f) Light Signal with Whistle

- a) Always, “Gas Alarm!”

iii. Messengers

1. “Messengers must excel in valor, endurance, dependability, and resourcefulness.”
2. Use fastest means of communication available when reporting back.
3. Often the most primitive forms (e.g. person on foot/visual signals) might prove to be the most reliable.
4. Messengers must not betray sending and receiving positions to the enemy by unmilitary-like action (using worn trails, making noise, being overt, etc.).
5. Use flashlights with colored filters, or other signals.
6. Every Messenger must be aware:
 - a) To whom msg goes.
 - b) Where is recipient to be found.

¹³ I have seen various sources as to what the color codes actually were. The list provided here is taken from Instruction Manual for the Infantry, Vol. 2a, The Rifle Company, H.Dv. 130/2a, by v. Brauchitsch, Commander in Chief of the Army, March 16, 1941 (revised 1942), translated by John Baum. While other color codes may have been used, the most important concern is to make sure all relevant parties understand what code system is being employed (whatever that color system may be).

- c) What to do if recipient is not found in expected place.
 - d) Msg route/path/way.
 - e) Substance of msg.
 - f) What to do after delivering msg. Always ask receiver if there is a return message before leaving. On return, messengers notify sender of assignment results.
 - g) If they should destroy the msg, and when/how to do so.
 - h) Messengers sent in pairs if there is dangerous situation.
 - i) Trails that arise by numerous walking messengers indicate position of a command post to the enemy (esp. in their air observances). Use of ways/paths are thus to be adapted to the area and terrain (ditches, ridges, alternate paths, etc.).
7. Every bearer of important msgs is obligated to interrupt a discussion or issue of instructions by the shout “IMPORTANT MESSAGE.”
8. May be equipped with a bicycle.
- iv. Field Phones
- 1. These were used more than most realize, and important even to smallest advance unit.
 - 2. Set up at static observation posts, outposts, etc.
 - 3. Sometimes forward troops would carry a phone/wire if only going a few hundred yards.
 - 4. If possible, wires should be strung through treetops.
- v. Internal Squad Communication & Commands
- 1. Whispers.
 - 2. Hand signals.
 - 3. Do *not* speak unless necessary.
 - 4. Whistle, once engaged in combat.

e) **Weapons**

- i. Most scouts had a K98.
- ii. Often a few MP40s at front.
- iii. MGs on larger type patrols.

- iv. Grenades
 1. At stationary post, have stick grenades ready (caps unscrewed, pull cord hanging out, and within in easy reach).
 2. Egg Grenades for forest scouting (stick grenades get stuck in/on branches, and bounce too much when thrown, eggs are much better in this context).
 3. Throwing of grenades should be limited to designated grenade-throwers (those with best aim/strength).

- v. **“The MG is often a hindrance.”**
 1. Despite this, the MG is not avoided altogether, and it can be an important part of any reconnaissance mission. For pure *scouting* the MP is preferred, especially at night, and in the woods.
 2. If the MG is fired at night, the position must be changed after it is fired; the enemy will aim/fire at muzzle flashes.

- vi. Should only have enough ammo to break contact, esp. if just going stealth.
 1. Have more ammo for combat missions.

- vii. E-tool.

- viii. Bayonet.

II. VORPOSTS & FELDWACHE

1. INTRODUCTION & BASICS

- a. Troops at rest and exposed to contact with enemy provide security against attack by means of outguards (Feldwache), or guard/watch/patrol a specific point, location, or sector.
- b. Non-combat observation points/guards/vorposts/etc. are established to provide advance warning of enemy activity, or to simply gather observation-based intelligence.
- c. Combat vorposts are usually located in front of main line of resistance, or secured area, to provide reconnaissance, security, defense, and also to deceive the enemy as to location of the main line.
- d. They can be placed anywhere that provides concealment (foxhole to church steeple).
- e. Their objective may be to engage the enemy if encountered, or to just observe and provide security, delaying the enemy, provides advance warning of attack, prevent enemy from observing resting troops, etc.
- f. Should be as few people per outpost as possible (1-3 people).
- g. Soldiers manning any of these positions are charged with absolute alertness: rest and security of other troops depends on this.
- h. Outguards should send scouts in direction of enemy, as far is necessary for security of resting troops.

2. NON-COMBAT VORPOST, OUTGUARDS, AND OBSERVATION

- a. Objectives & Missions
 - i. Be a constant set of eyes always seeking for enemy activity.
 - ii. Use outposts to provide security for the rear/pre-empt enemy disturbances.
 - iii. Shooting at enemy scout troops by listening sentry is a no-no, as the imbalance of numbers/strength is too great.
- b. Equipment
 - i. Observations/Guards/Listening Sentries: same gear as scout troops (e.g. *no* unnecessary/noisy/hindering equipment, no MG, etc.), and should not have much in the way of firepower (they are not to enter firefights).
 - ii. MP40 likely for outguards.
 - iii. Flares.
 - iv. Grenades.
 - v. Possibly a bicycle (for messengers).

c. Types of Vorposts, Guards, Feldwache, Etc.

i. Air Sentinels (Luftspäher)

- a) Notify troops/area of a possible air attack.
- b) Air sentinels use eyes/ears to monitor all sides for attack, esp. areas where attacks are most likely to come from (terrain, Sun, etc.). During the day must have good view of all sides. At night, must have good listening (soldiers with best hearing should be used).
- c) Must know types of planes and attack formations.
- d) They wear no helmet or pack while observing (but have them near-by in case of need).
- e) Equipped with sunglasses, binoculars, and means of signaling.
- f) They must remain in vicinity of Commander, or have a quick means of communication with him (only Commander gives “air raid warning signal”).
- g) Advantage must be taken of every chance to give riflemen practice in estimation of airplane elevation. In this context, discussion should happen again and again about whether and under what circumstances it is permissible to open fire at an airplane. Practice should also take place with aiming rifles and light MG at airplanes. Without it, they will hit nothing in a real situation.
- h) All soldiers should know when to take cover, when to fire, and when to “ignore” enemy aircraft.

ii. General Security/Outguards

- a) For general security, outguards are posted, or patrol of an area. Their distance will depend on road network, defensive possibilities (bridges, road crossing, hills, terrain, etc.), and objective/mission.
- b) Usually, they are not more than 1,600 meters/1,750 yards away.
- c) Within companies, outguards are numbered consecutively from right flank to left (Feldwache I, Feldwache II, Feldwache III, abbreviated F.W.I, F.W.II, F.W.III, etc.).

iii. Point Guards

- a) Point guards were a form of sentry/outguard, usually away from main encampment, and often stationary.
- b) “In defense, always deploy tree snipers, who shoot down at the enemy at closest distances, or throw hand grenades. Excellent camouflage, a steady seat, good rifle position, and good observation possibilities are a precondition.”¹⁴
- c) Watches over specific location, point, or structure:
 - a. Crossroad.
 - b. Bridge.
 - c. Roads, passage, or ways.
 - i. “All traffic was halted especially on endangered roads at nightfall.”
 - d. Building.
 - e. Railways.
 - f. Etc.

iv. Sector Watch

- a) Similar to Outguard, but may be more mobile, and serve as a roving sentry. Watches over general area.
- b) When far away from enemy sectors can be large, when close to enemy sectors should be smaller.
- c) When moving from sector to sector, go from observation point to observation point.
- d) Sectors may include:
 - a. Important terrain features.
 - b. Field.
 - c. Section of road.
 - d. Town entrance/exits.
 - e. Area where enemy presence is suspected.

¹⁴ This tactic is mostly used in woods with the squad on defense. It was included here for possible use in an outguard scenario.

- f. “The north side of the river up to the south end of the forest,” etc.
- e) Large open areas behind the front should be carefully guarded for possible landing of airborne troops.
- f) Immediate local security had to be taken by every unit during rest periods or extended halts in the forest. At night it was advisable to provide all-around defense.
- g) Individual sectors had to be occupied at least 2 hours before twilight, so that troops could establish themselves and become acquainted with the terrain ahead while it was still light.
- h) Partisans
 - a. Anti-partisan security was often assigned zones that they were totally unable to control. In the forest of Baranovich and Minsk, the 707th Security Div. was assigned guard duty of an area consisting of 40,000 square miles! (e.g. don’t feel bad if a small number of reenactors are “assigned” an unreasonably large area to clear of partisans.)
 - b. Partisans often posed as refugee women and children who were just “passing by,” and then would open fire/explode bridge/etc.
 - c. Partisans would make way to rear areas, via the woods and swamps next to highways and railroads, and attack at night. Keep these under watch.
 - d. Focal Vorpost/Security Points:
 - i. Wooded areas.
 - ii. Bridges.
 - iii. Control towers.
 - iv. Railroads/railroad stations.
 - v. Roads/Highways.
 - vi. Etc.
- d. **Placement of Observation & Listening Posts, Guards, Etc.**
 - i. Highpoints are favorable for listening and watching.
 - ii. Any available spot (foxhole to clock tower) can be use as long as it has concealment (and cover, if possible) and gives good vision, and the situation allows for its practical use.
 - iii. Day Light
 - a) On higher ground with overview of area of approach, especially across a route leading to enemy, and across areas in between. It must not be visible to the enemy (if time allows, do defensive reconnaissance to asses camouflage/cover effectiveness).

- b) When terrain is broken, it suffices to post a few sentries at favorable observation points.
- iv. Night/Bad Weather
 - a) At night a close chain of sentries often required.
 - b) Sentries are in direct proximity to (or on) road, street path, way, bridge, etc.
- v. Sentries are equipped with binoculars and signaling means.
- vi. All posts should have a manner to withdraw or retreat (if needed), without detection. This was often done in stages to avoid confusion, chaos, or enemy detection.
- vii. There must also be observation over the intervening terrain. In the daytime, and on terrain favorable for observation, visual liaison suffices. The harder the intervening terrain is to observe, and the closer the enemy, the more often visiting patrols and scout patrols must be sent out between the chain of sentries.
- viii. Set up noise making obstacles (sheet metal, etc.) or listening devices (tin cans on string) at critical locations to detect enemy movement.
- e. Size /Strength of Vorpost & Outguards
 - i. Contingent on:
 - a) Objectives/situation/etc.
 - b) Importance of area/point/sector to be protected.
 - c) Defensive possibilities.
 - d) Proximity of enemy.
 - e) Number of patrols sent out.
 - f) Nature of the terrain.
 - g) In evening and early morning numbers should be increased. Be combat ready.
 - ii. Vorposts Should Be Small
 - a) No more troops should be assigned to outpost than is absolutely necessary for security of troops at rest (in order to spare men).
 - b) Usually 1-3 men.
 - c) Weak Outposts/Security Detachments
 - a. When enemy is far away.
 - b. When behind-the-line sectors are easy to defend (e.g. choke points, narrow ways, etc.).

- iii. Stronger Outguard Positions
 - a) Must be stronger when closer to enemy, or when there is less than ideal defensive possibilities.
 - b) These are reinforced outguard positions, with larger than normal manpower.
 - c) They often provide for their own security via:
 - a. Advance sentries (e.g. a few forward troops toward the enemy, usually not more than 500 meters away (550 yards).
 - b. Reconnaissance/scout patrols.
 - c. Observation/listening posts.

f. Reports & Information Assessment

- i. Simple sketches useful to orient soldiers to their post, nearby terrain, etc.
- ii. Once a position is established, send a more detailed report & sketch/map of area/positions/number of men/how far can see/etc. back to Company. Copies also provided to main line of resistance.

g. Outguard and Enemy Contact

- i. Outguards let enemy patrol to come as close as possible, then fire, etc.
- ii. If strong enemy encountered, usually try to hold/harass while messenger is sent back.
- iii. Outguards then withdraw to Company via route that has already been reconnoitered via route/terrain/scout patrols.
- iv. If post is just an observation post, sound alarm and withdraw undetected.
- v. It is necessary to change positions (esp. if the MG is present) if an enemy patrol has been spotted, but there is no engagement. Likewise if there is engagement and even *one* enemy troop is able to escape. Failure to change positions endangers the troops to subsequent attack. Moreover, change of position will make it appear as if the outpost is stronger than originally surmised.

3. COMBAT VORPOSTS

a. Objectives & Missions

- i. Make enemy reconnaissance/approach difficult.
- ii. Prevent Allies from ascertaining the actual German situation and/or deceive enemy as to nature of defense & location of main line of resistance.
- iii. Protect rear forces by slowing enemy advance until rear forces are ready for combat (mines may be between vorpost and main line of defense).
- iv. Carry out battle reconnaissance and maintain contact w/enemy if/when contact is established.
- v. Prevent enemy scout patrols from getting through.
- vi. Vorposts will also reconnoiter the enemy via patrols.

b. Vorpost Composition

- i. Usually made up of 1 or 2 squads.
- ii. Reinforced by heavy machine guns/anti-tank guns.
- iii. MGs.
- iv. Soldiers with combat gear.

c. Location/Placement

- i. Boarder positions.
- ii. Hills.
- iii. Edge of town.
- iv. Edge of woods/hedges.
- v. Bridges.
- vi. Ways of approach.
- vii. Stream/river crossings.
- viii. Cross roads.
- ix. Valuable terrain features.
- x. Etc.
- xi. In advance of main line of resistance, usually by 2,000 – 5,000 yards.
- xii. Close enough to be seen/covered by artillery.
- xiii. In location where withdrawal can be made without being seen by enemy.
- xiv. Numerous position changes are to be provided. This, along with decoy positions, provides better protection, and deceives the enemy about defensive strength. Spacing between should be irregular.
- xv. Night outposts should not be maintained at the same points as during the day: frequent changes will prevent them becoming an easy target.
- xvi. Any kind of regular schedule in posting sentries at night should be avoided.

d. Lulls in Fighting

- i. “Observation is not allowed to lapse when fighting does!”
- ii. Combat vorpost may send out scout patrols, etc.
 1. Combat patrols.
 2. Especially counter-reconnaissance patrols.
- iii. Non-combat patrols/scouts.
 1. Basic scout patrol.
 2. Observation/listening posts.
 3. Visit other vorpost.
 4. Scout un-occupied area between vorposts.
 5. All other non-combat patrol tasks.

e. Manner & Procedure of Vorpost Set-Up

1. During the scouting for vorpost placement, and construction (of any position), a soldier should be designated to observe and warn against approach of enemy troops and airplanes.
2. Squad provides cover for squad leader.
3. Squad leader finds best position for MGs.
 - a. Greatest field of fire.
 - b. Interlocking fields of fire.
 - c. Best camouflage/concealment
 - i. They should *not* be placed at/near conspicuous features (isolated tree, bush, very top of hill, etc.).
 - d. Best cover (e.g. *cover*, not concealment).
 - i. Cover and concealment can be improved as work on vorpost continues.
4. Squad leader also locates alternate MG positions.
 - a. These should not be too close to original and other riflemen positions.
 - b. They should be at least 50 meters apart (55 yards), otherwise the MG will not evade hostile fire.
 - c. It should always be possible to occupy alternate firing positions well concealed from enemy observation.
5. Possibly set up a roadblock, etc.
 - a. Relocate MG to cover the roadblock, etc.

6. Squad leader locates positions for riflemen.
 - a. As a rule, 2 Schützen per nest/positions, close enough that they can understand each other (even in combat).
 - b. Positioned to support other riflemen (both in terms of observation and field of fire).
 - c. When possible, each gunner and rifleman should view their position from the enemy side, and improve camouflage/cover if needed (this one is very important).
 - d. Should be irregularly spaced apart.
 - e. These positions should *not* be placed on the same level, but echeloned.
 - f. Again, these should not be at conspicuous locations/terrain features.
7. All positions must have good means of leaving/entering position under concealment and cover.
 - a. Isolated bushes, trees, etc. should be avoided (e.g. they are too obvious/draw enemy attention).
8. Dummy positions then created.
 - a. These should be created to cause enemy confusion.
 - b. During combat, it is necessary to have the Schützen fire now and then from the dummy positions to amplify enemy confusion.
 - c. Esp. good at night if enemy has detected vorpost sectors.
 - d. Should be at least knee deep and filled with leaves to simulate depth and occupancy (e.g. dummy foxholes, etc.).
 - e. How and when these positions are to be occupied/abandoned should be discussed with all personnel.
9. Establishes communication with other scouts/squads/units/etc.
 - a. Visually.
 - b. Send a visiting/connecting patrol.
 - c. Establish communication toward the right.

10. If enemy engagement not expected:

- a. Send scouts to check on:
 - i. Possibilities of approach.
 - ii. Observation of approaching enemy.
 - iii. Help scout leader with viewing own positions from the enemy's side (see above).
 - iv. If time is short, instead of extensive scouting, just maintain frequent views of the nearby area.
- b. In preparation for the night, soldiers should study the terrain and avenues of approach available to the enemy. Soldiers should select a suitable night position based on this (as always, avoid conspicuous terrain features).

11. Sketches and Reports

- a. Often advantageous to have simple sketches for orientation to the posts (dummy and otherwise). Sketch, and report of outguard/vorpost disposition should be made to the Company.
- b. Determine distances of various terrain points the enemy is expected to first appear, and note them in a sketch.
- c. For later use, prepare message blanks with some sketches of the terrain in front of the position. By adding some quick notation to these, later reports to company can be quickly made.

12. Rest

- a. "Once positions have been created, leader designates the soldiers who are to remain in position, and those who are to act as relief, and likewise orients all to the terrain. A covered place in a house, if possible, with windows toward the enemy or the road and allows infantrymen to rest on the farm premises."

4. VORPOSTS MUST KNOW (Non-Combat & Combat)

- a. All soldiers should on outpost duty must know the following:
- b. What information on/about the enemy has already been obtained.
- c. Location of other vorposts, friendly forces, rear areas, etc. and the means to:
 - i. Communicate with them (inc. signal color codes).
 - ii. Nearest roads/paths/etc. to reach them (via prior terrain/route scouts).
- d. Notable terrain relevant to own defenses (visible sections of road, passes, bridge that must be crossed, roadblock, etc.).
- e. Where main line of defense is located.
- f. When to defend.
- g. When to withdraw/fall back.
 - i. Where to withdraw to.
 - ii. How to withdraw:
 - a) Often intermediate ground, if it lends itself to good defensive positions.
 - b) Establish a “line of retreat” (e.g. when enemy crosses Point/Line X, that signals your retreat).
 - c) Always withdrawn with use of full cover, and do so in stages, if possible.
 - d) If withdrawal should be done fighting, or in one bound.
 - e) If withdrawal is over open, coverless terrain, it must be done *before* enemy’s light weapons can come within range, otherwise there will be heavy losses. If terrain to rear allows for cover, withdrawal can be delayed. Terrain, more than anything, will dictate an early/late withdrawal.
 - f) Withdrawal should be made over previously reconnoitered paths/ways.
 - g) Where obstacles (barb wire, mine fields, marshes, streams, etc.) are located and proper routes of withdrawal: a guard should be placed to direct friendly troops through such areas.
 - h) Upon start of a withdrawal, one person should be immediately sent back with a detailed report, on a bicycle if possible.

III. SENTRY DUTY

Sentry and outguard duty is *ideal* for reenacting because it only takes one person to do it, and requires no special equipment or skills. Age is no issue either. A vet is quoted below about being forced to do guard duty at the age of 57. Hobby wide, sentry duty seems to be something that is overlooked far, far, far, too often. Perhaps this is because it is boring, tedious, uneventful, and even painful on occasion (just like it *actually was* during the war!). Nevertheless, it was something that happened *all the time*, no matter if one was stationed on the front line, or in a rear area position.

Countless war memoires mention the *constant* requirement of guard/sentry duty, and often under horrific conditions. Arguably, *nothing* in reenacting can come closer to re-creating an authentic *experience* than a sentry duty shift.

At the end of this section are excerpts from veteran accounts about sentry duty. These are cited as insights into the frequency, conditions, mindset, etc. that accompany this dreary, mundane, and incessant part of a German soldier's life in the field.

1. RATIONAL

- a. Allow resting troops to rest.
- b. Prevent surprise attack/give advance warning of attack.
- c. Maintain security of location, sector, etc.

2. SENTRY PLACEMENT

- a. Encampment
 - i. Placed on perimeters of camp, and/or at means of access.
 - ii. One account states a night guard's duty included keeping the evening's fire going for sleeping soldiers.
- b. Other Locations
 - i. Observation points.
 - ii. Crossroads, bridges, river crossings, roads and ways, etc.
 - iii. Main entrance/exit to villages, fields, towns, buildings, etc.
 - iv. Good vantage point to see approach airplanes. *See also, Air Sentinels, pp. 50.*
 - v. Anywhere that a set of eyes might be helpful.

- vi. If two sentries are used, they should be close enough to understand each other.

3. SKETCHES

- a. For benefit of other sentries coming on duty, and command information, it is useful to do a quick sketch of;
 - i. Area terrain.
 - ii. Any areas/points that require specific attention.
 - iii. Placement of the various nearby posts.
 - iv. Direction of any scout patrols in the area.

4. NUMBERS POSTED

- a. Accounts range from 1 to 3 at a given location.
- b. 1 or 2 seem to be the most common.

5. LISTEN SENTRIES (“LS”) & GENERAL NOTES

- a. At night (and during the day, too) observation and listening posts are usually sent out to suitable points (village exits, bridges, etc.) in order to provide security and information. They remain in position until relieved.
- b. Soldiers with best hearing and eyes should be assigned LS duty.
- c. LS only fire white flares in rarest of cases, as they betray their positions.
 - i. Even LS must change positions after several flare shots.
- d. With alarm noises increasing, LS give the sharpest attention and silently freeze in place.
- e. Often good to excavate your own position.
- f. LS can create makeshift local security by placing dry brush or wire with sheet metal 70 /80 meters (75/90 yards) in front of their position, whose racket will betray the enemy.
- g. Colored flashlight filters and signals can be used for communication with other positions/soldiers to the LS’s rear (signals decided upon beforehand).
- h. It is wrong almost 100% of the time for a LS to fire a weapon.
- i. LS must have good camouflage for concealment.

- j. When a replacement LS arrive, passwords are to be exchanged in a whisper.
 - i. If enemy was recently seen, both sentries remain for some period of time. After 15 min of noiselessness, a flare can be launched from a decoy position.
 - ii. If confirmed that enemy has disappeared, the relieved sentry silently creeps back and reports observations to his superior.

6. EQUIPMENT & WEAPONS

- a. LS have same equipment as scout troops.
 - i. Field cap.
 - ii. No belt, bread bag, gas mask can, ammo pouches, etc.
 - iii. Little ammo, as they are not to engage.
 - iv. For surprises, they often *do* have a MP and grenades.

7. SENTRIES MUST KNOW

- a. Action to take in case of enemy attack.
- b. Details about the enemy and his locations (if known).
- c. Names/objectives of nearby squads/activity (e.g. 1st Squad of the 11/I.R. 17 is doing field watch on Path A—B.).
- d. Location and info of forward and neighboring sectors and types of communication with them.
- e. Location of resting troops/rear area/etc., nearest path there, and the means of transmitting of messages.
- f. Special areas/points to be watched.
- g. Password.
- h. Who the relieving sentry is.
- i. That there is a correct transfer of duty to the reliving sentry (correct transfer of knowledge about the post's orders, etc.).

8. GENERAL ORDERS & RESPONSIBILITIES

- a. Sentries are charged with absolute alertness, as the lives of resting/rear area soldiers depend on them. Sentries are to be constantly checked, especially at night.
- b. Available buildings/cover may be used when weather is bad (if the situation allows).
- c. Distances to all distinctive points & important locations in the area are to be determined and sketched (with symbols). This sketch is to be passed to each newly appearing field sentry.
- d. Placement/exact location of sentries must vary between day and night.
- e. Sentries jointly watch. They must inform each other with observation information.
- f. With any perceived suspicion of the enemy, superiors/local scout troops are to be notified at once.
- g. Persons known to him, he lets go in and out. With all others, inspect their orders. If they cannot be accounted for, bring them to the squad leader.
- h. Everyone has to stop on signal or call from a sentry to give the password. Those who do not obey orders from a sentry are to be shot.
- i. With darkness, everyone approaching a sentry must stop when sentry calls "HALT! Who's there?" If they do not stop on 3rd HALT, they are to be shot.
 - i. The call is omitted if Sentry faultlessly recognizes the approaching person(s) as the enemy; in that case, just shoot.

IV. MINDSET: Veteran Comments, Conditions, & Mental State/Zone

1. OBERST FABIAN VON OSTAU

Below are quotes from Oberst Fabian von Bonin von Ostau, who served in Panzer-Aufklärungs-Abteilung 1. While most of these comments are about larger armored car reconnaissance units, the mindset and experience still applies to the foot soldier on reconnaissance missions. Oberst von Ostau was wounded on three separate occasions, and of four of his fellow troop leaders who joined at the same time, three were killed during the 1941-1942 fighting. The fourth was killed the following year.

- I was given a distant objective, perhaps 20 to 40 kilometers into enemy territory, and, without consideration of neighboring reconnaissance sections, had to reach this using my own initiative. Enemy forces had to be reported and if possible circumvented without detection so that we could penetrate deep into their rear areas. *Often we had not reached our objective by nightfall and remained as stationary observers, on suitable features, until daybreak. On reaching the objective we were either ordered to return to our unit or were relieved by another reconnaissance Zug that had followed us up. Occasionally we remained stationary in enemy territory until such time as our own division caught up with us.*”
- *“At first one had to overcome and become used to a feeling of loneliness, of being all alone in enemy territory without being able to rely on outside help. With increasing experience, one's self-confidence grew: apart from which, such independent missions were particularly attractive to a young cavalry officer in that one was not pressed into a restrictive framework with one's superiors and neighbors.”*
- *“It was important to make a thorough observation of villages as the enemy in one form or another nearly always used these. If you see the enemy, then you know. If the enemy is not visible and the civilian population is going about its normal business, then the village is not occupied by the enemy. If no people are seen, this is highly suspicious and the village should be by-passed by a wide margin.”*
- *“The best patrols I had were those with clean guns. Even worthwhile targets were only reported and not engaged: that is the business of others. A... tendency to bang away is useless for reconnaissance purposes since you are soon located by the enemy and chased like a rabbit. A report giving the location of an enemy tank lager is of infinitely more value than five shot up lorries.”*
- *“Every report concerning the enemy's whereabouts, and even negative information contained in periodic situation reports, helped build up a picture of the overall enemy situation. The essential ingredients of a successful reconnaissance section were a well-drilled team, mutual confidence and strong nerves. Our main thought was always “There is always a way out and all is not lost so long as one is alive.”*
- “The daily life of a reconnaissance troop Soldat was that of hardship and fear. Concealment, observation and nerves of steel were the order of the day, and all carried out deep behind the

enemies front lines far from friendly supporting forces.” - Kurt Volkmar, in regards to Oberst von Ostau’s above comments.

2. PATROLS

- “There is nothing more terrifying than moving at night through a piece of wooded or bushy country, in which every shrub might release a sudden flash of white light to dazzle and blind a moment before the intense pain which could mean the end of life. There was no way of keeping our progress silent, and for an invisible Russian waiting with his finger on the trigger any moment might present an ideal opportunity.”
- “A reconnaissance patrol has been sent forward by the company along the brook, through the woods, toward the west edge of “X” woods.”
- “Advance to the hedge, and immediately send out two scouts.”
- “Accompanied by two riflemen, the scout leader proceeds ahead to study the terrain as to proceed further forward without unnecessary exposure. As they move forward, they will also study the terrain for possible routes of withdrawal.”
- “Every shrub turned into a menacing phantom: the stalks loomed gigantically and became approaching enemies in the wind.”
- “The fellow who was pushing *fifty* and myself should take the first patrol.¹⁵ We will relieve you in two hours...I didn’t really know where we were supposed to be going, but that was unimportant...my knees trembled, and I dissolved in tears.”
- “To call our assignment a “patrol” is a misnomer; it involved more than patrolling a countryside. Rather, we were Spähertruppen – lookout troops – sent to rocky, densely forested mountains in a desperate attempt to prevent partisans from gathering and mobilizing. At the same time, operating in small groups, we were exposing ourselves to ambush. We could trust no one, for snipers could be lurking behind every bush and every outcrop...most of the time, we were to be invisible. Moving quietly, spread out in fan formation which isolated each man from his group, we covered huge distances on foot and spent hours lurking at lookout points in the area were assigned to patrol, the group leader scanning the surrounding terrain through field glasses. If we observed nothing, we then fanned out cautiously to a new position...our main job was to make sure partisans didn’t gather and become stronger. We had to keep them split, to prevent them from joining into units large enough to attack and overrun us.”¹⁶
- “We didn’t know the positions and sent a couple of men out ahead as scouts. They were gone for many hours. Missing. They never came back, and we found no trace of them.”

¹⁵ Note, this is a patrol consisting of only *two* people.

¹⁶ Friedrich Umbrich, 2nd regiment, Prinz Eugen Division, Fall 1943 (Anna M. Wittman with Friedrich Umbrich. Balkan Nightmare: A Transylvanian Saxon in World War II, Boulder: East European Monographs, Columbia University Press, 2000, pp.113-118.

- “Even a victorious force must take full protections in the form of reconnaissance and security measures and continue to patrol the “secured” area for dispersed enemy units. For days, even weeks, remnants of Russian units and individual Red soldiers held out behind German lines in completely hopeless situations, harassing and disrupting German communications.”
- “Riflemen crawled on their bellies across the slightly marsh, which was up to 600 yards wide and could not be cross on foot, and arrived exhausted and covered with muck.”
- “As the Ivan’s resistance stiffened, we realized we had run into a reinforcement unit that which we could not defeat. We withdrew and made ourselves invisible by digging in...improvised as this position was, we were to remain there for the next *six weeks*...anyone moving in daylight, in an up-right position immediately took fire...by July the Russians near our front lines seemed to vanish. So, after a few days we started a major reconnaissance patrol into hostile territory that last a full day. We...stopped time and time again, guarding and stalking. We would search the greenness with binoculars for any distant enemy or conspicuous objects that possibly concealed a foxhole or a gun close by. We looked for a mound strangely out of place, and upright trunk cut off head-high, underbrush that might turn out to be a screen, a piece of birch bark with a rectangular hole cut out...”
- “At nightfall we were still without provisions. Hunger isn’t good for morale...”I’ll go have a closer look at that tank...I’ll be back in 30 min...hopefully I won’t get shot by our own men.” Cautiously he made his way down the hill. When he came back he had some C-rations, cookies, and cigarettes...the first provisions we appropriate from the Americans.” (e.g. solo patrol)
- “We were assigned to search for the enemy in the rear echelon, take prisoners, and return immediately, while the others would be out for *two days* reconnoitering the north and south.”
- “We ground away at our patrol activity, despite no major operation in sight, our fighting spirit flagging. It was high time for us to pull out.”
- “We continually sent out patrols.”
- “...endless watches and patrols...”
- “A *quarter of our men* were always on guard, or mounting hurried patrols on the edge of the forest.”¹⁷

¹⁷ e.g. This type of activity was very, very common.

3. OUTGUARD & SENTRY DUTY

- “Guard duty was the hardest of all.”
- “I was scheduled for 2 hours of guard duty. I crossed a huge parking lot, where 500 or more vehicles...were half buried in snow. I had been feeling apprehensive all at the prospect of walking across this space at night. It would be so easy for partisans to hide between the cars and shoot...But I had persuaded myself that the war, if it existed it all, was really taking place somewhere else.”
- “I stood up on the box that allowed the sentry to see a little farther. I had wrapped a blanket over my coat, which made it very hard for me to move my arms.”
- “I was mentally preparing myself for another siege of uncontrollable trembling from the cold...my nose, the only part of me directly exposed, began to burn with cold. I had pulled my cap down as far as I could, so that my forehead and part of my cheeks were covered. Over this I wore the helmet required on guard duty. The turned up collar of the pullover my parents had sent me overlapped the edge of my cap and he back of my head.”
- “...my hands were in the depths of my pockets...”
- “Throughout that black and foggy night, the Russians continued to dig in beside our precarious positions. The thought that they might burst out at any minute was terrifying enough to make us sick. Perhaps this evening would be our last. We know longer knew what to hope for. But the night went by...distinguished by nothing in particular. The Russians, who seemed to be in no hurry, watched us as we watched them.”
- “We were forced to lie motionless in the snow for hours while enemy fire shrilled over head.”
- “We lay down in a house, not bothering with sentries, and slept as though comatose.”
- “One sentry who collapsed in a haystack and carried on sleeping was court-martialed and shot. Another was unable to find the unit to which he was taking a message in the darkness, and was sentenced to death for cowardice in the face of the enemy.”
- “The same bandage, pus-encrusted and stiff with scabs and rotted flesh, was used again and again. Some had long rags of blackened flesh hanging of their feet. It was snipped off. The bones were exposed, but with their feet wrapped in cloths and sacking, the men had to go on standing sentry and fighting.”
- “I was crazy with homesickness and fatigue, and standing sentry in the terrible cold, I suffered a nervous collapse, fired at shadows, and ended up being found exhausted and unconscious in the blizzard by the man who relieved me. Saved.”

- “Every day passed in the same way, in the drab monotony of sentry duty, scraps of sleep, worries about food and fuel, and the other duties we had to do.”
- “When we reached the crest of the hill, two riflemen were ordered to advance to the next hill, where they were to establish a position for temporary security. Three other riflemen were sent to another hill to establish a defensive position. The men should dig in and camouflage themselves.” (e.g. functioning with a split squad)
- “Dawn brought a sacred lull. Daybreak occurred like a relieving dream. The beauty of those hours was worth nights of fear and travail. The feeling of existence strengthened through time and suffering, and an orbic enthusiasm carried us through deadly hours. In the midst of death we knew: *we are!*”
- “You must learn to support suffering without complaint, because you are German!”
- “Sentry duty in the endless nights...First hour, we lost all sensation in our hands and feet. Second hour, the body shook as in fever, trembled, shook, deadened. Third hour, the blood slowed, dreams came, and suddenly the relief brought the half-demented sentry back to ghastly life.”
- “In the night I stood sentry...no foot-fall, no voices. I kept still and watched, and nothing happened.”
- “Seven hours we stood sentry.”
- “When we went out on sentry duty, we wrapped ourselves in our threadbare blankets, but our icy feet drove tears of pain and rage into our eyes.”
- “Security was posted, and relieved every half hour because of the extreme cold.”
- “Counter attacks or flare-ups of enemy resistance behind the front must be expected at all times.”
- “It had been nearly two weeks since we lost contact with the Finns...yet, sentries were *still* posted.”
- “Why are we standing around here the whole goddammed night doing nothing, getting soaked and stiff in the knees? Come on, let’s put a tent up, keep the wet out and try to get some sleep? Bing and Stricker wet for some brushwood to lie on.”
- “Round the clock guard duty in murderous cold.”
- “At night we went out on sentry duty every 2 or 3 hours, to stare into no-man’s land, in case an enemy patrol appeared, and to wait for a bullet or direct hit to splatter our blood and brains against...the walls.”

- “We stood watch, in ones and twos.”
- “I could no longer bear to keep my nose uncovered due to the cold.”
- “Who the hell do they think I am? Nearly 60-years-old and they bring me here to play sentry.” (At the time, he was 57-years-old).

V. APPENDIX A: OBJECTIVES & SCENARIOS

1. OVERVIEW OF SCENARIO OBJECTIVES

- **Gather Info (Reconnaissance)**
 - Terrain
 - Enemy
 - Specific point, structure, road, road, hill, field, etc.
 - Route
 - Area
 - Scout/General (Find/Investigate X)
 - Security Assessment

- **Maintain / Secure / Occupy / Observe**
 - General Security Patrol
 - Sector Watch
 - Outguard/Outpost/Sentry Post
 - Bridge
 - Road
 - Crossing
 - Etc.
 - Air watch
 - Man posts (dummy or otherwise)
 - Guide for friendly troops
 - Keep civilians away
 - Find downed air crew/misdropped paratrooper/supplies
 - Visiting Patrol
 - Listening post/forward observers
 - Hold a position (foxhole to tower) until relieved

- **Counter-Reconnaissance (prevent/engage)**
 - Look for/harass enemy patrols

- **Combat Patrol, etc.**
 - Seek engagement
 - Lie in wait (for larger assault) behind enemy lines/close to enemy

- **Construct**
 - Outpost
 - Trenches
 - Assorted defensive positions
 - Dummy positions
 - Noise makers
 - Place mines / barricades / obstacles / demolition materials

2. SAMPLE OBJECTIVES

The sample objectives and scenarios below provide good frameworks for immersion activity at *any* event.

“We were to hold position for about two more weeks, fighting off soft attacks every 48 hours. Our rear was no great distance from the front, which made it possible for us to rotate our rest periods at reasonably frequent intervals, and rest in a manner which was more or less refreshing.” –Forgotten Soldier at 422.

The above quote is a great foundational scenario (based in reality) for any reenactment. It provides for rear area impressions, tactical engagement, patrols, outposts, feldwache, meddlers, rest, etc., and is a good springboard to any example below.

a. Investigation/Offensive Objectives

1. “Locals report that...X...Y...Z. Go find out if this is true. It may be a trap, so proceed with extreme caution.” (This is a great one to base almost any scout/reconnaissance mission off of).
 - i. Find & map good locations for:
 1. Rest.
 2. Fuel dump/supply/ammo dump.
 3. Assembly.
 4. Attack.
 5. Is there a good river crossing? Where?
 - a. If not, best place to build a footbridge?
2. Proper targets for a battle are critical. Scout missions may be sent to determine/identify what, and where, these are (encampments, bridges, roads, railroad tracks, etc), what type of ammunition/heavy equipment/explosives/etc. to use.
3. Reinforcements are arriving in the next 24-48 hours. There are orders for a night attack on X. Scout patrols must obtain critical information for launching the night attack (location, terrain conditions, presence of enemy/civilians, primary targets, secondary targets, etc). Every effort should be made to carry out daytime reconnaissance to obtain the essential info for the night attack. Scout troops will lead attack troops over the intermediate terrain on night of attack. Thus, they must know the exact routes in the dark.
4. Larger troops will be moving through the area in next 24-48 hours via night march. As such, they will not have good vision of roads and trails. Advance reconnaissance needs to obtain/map this information, and repair roads if possible (clear blocks, etc). Must also locate positions that may lend themselves to attack from enemy and/or partisans.

5. “When you have reached the corner of the woods, a reconnaissance patrol should be sent to reconnoiter positions in the village. While waiting for them to return, two riflemen should crawl to the crest of the nearby hill, just so that can see over it, and observe the area beyond. The Truppführer alone crawls to the top of the neighboring hill for observation.”

6. The enemy has been digging in behind the long hill, and individual bushes. Battalion needs information to prepare for an attack. Explore up to the edge of the hill, and provide a look into the area behind it. Determine:
 - i. Path there/different path back.
 - ii. Is bridge over small stream passable?
 1. If not is there any other spot to pass?
 - iii. Is the hill in this area free of the enemy?
 - iv. Is edge of woods at Point Q occupied?
 1. If not, check the woods further ahead until Point Z.
 - v. Is bridge over Point Z free of enemy?
 1. If yes, sweep back on Path Y.
 2. If no, how strong? What activity?
 - vi. Is the area behind the hill held by the enemy?
 1. If so, is the danger serious? Can the enemy’s operations/objectives be determined?
 - vii. Send the 1st msg back upon reaching Point X.
 - viii. Follow stream and search for a crossing over water that is possible to adapt to vehicles. Do not go further than point X.

7. Scout Unit X: Scout in direction of Town A to River D.
 - i. Does enemy occupy Town F?
 - ii. Has enemy occupied the sector of River D (river width, current strength, enemy strength, flanks, etc.)?
 - iii. Are the bridges to southeast of Town A occupied (Barricaded? Detonated?)?
 1. If not occupied, can enemy be detected on far bank?
 - iv. Got to Point X, if not seen enemy by then, sweep back.
 - v. Does enemy occupy Town B? How many civilians remain?

- vi. Where is a favorable assembly position southeast of the Town B?
 - vii. What advance route to there is available, by path or road?
8. Info about a downed allied aircrew or paratrooper in Area X. Investigate. Take prisoner if possible. (NOTE: a downed air crew is much more common/likely than a paratrooper.)
 9. Locate enemy outposts. Gather info on, size, force, surrounding area. Map the information. Etc.
 10. Obtain information on enemy intentions based on what points they have cleared, mine field locations, where they cut gaps in fences, etc.
 11. Do you have a map of event area? (One Provided? Print one out from Google Maps?)
 - i. If no:
 1. Draw/create a map yourself, do general scouting & terrain reconnaissance, account for everything a scout/reconnaissance patrol would be required to report.
 - ii. If yes:
 1. Do map verification and general scouting/terrain reconnaissance.
 - a. Is map correct?
 - b. What is terrain *really* like? Hidden features?
 - c. Civilian presence?
 - d. Enemy presence?
 - e. Places to rest?
 - f. Places to defend?
 - g. What are terrain points of military significance?
 - iii. Use *any* of the info in this outline as a scout/reconnaissance objective with your map.
 12. When enemy has prepared positions there may be natural or man-made tank obstacles, inc. anti-tank weapons. The infantry will attack before tanks, and clear the way. Send scout crew to determine if there is any anti-tank issue that would first warrant sending in the infantry to clear the area.
 13. Scout to mark routes of withdrawal.
 14. Indirect Support (Target Reconnaissance)
 - i. Find any rear area maintenance, supply depot, airfield, railroads, command area, communication center, etc. for attack. Map and return with info.
 15. Towns, villages, and dwellings were often crammed with enemy troops, but appeared deserted because even water and food details were only allowed to leave shelters after dark. Investigate for any signs of hiding troops, night activity, or civilian presence.

b. Defensive Objectives

1. Establish a basic observation post, and watch for all civilian and enemy movement. For later use, prepare message blanks with some sketches of the terrain in front of the position. By adding some quick notation to these, later reports can be quickly made.
2. The enemy approach in the dark must be detected by reinforced scout troop operations, advance listening posts, and illumination of the front terrain, as well as by building obstacles that make noise (sheet metal, cans filled with stones, listening lines, etc.). Necessary preparations for night activity should be made during the day.
3. Point Guard: All traffic/pedestrians halted on road at nightfall, if any should come.
4. Scout troops must find ideal locations in Sector X, along Road Y, etc. for placement of blocking forces and/or obstacles.
5. Once established, all barricades/road blocks must be watched over by fire/scout troops.
6. Listening posts/stationary scout troops are placed at all positions in which enemy approach would be viable. Exact location should be altered to avoid detection.
7. Even buildings, which have been completely destroyed, are kept under constant observation to prevent their reoccupation.
8. Grenadier X & Y, go 200m on this path, from there to the conspicuous tree (point to area). Secure the field outposts. Remain there until further orders...the enemy is 2 days away from us. He is expected to appear with motorized reconnaissance vehicles. Our regiment is in Area X for much needed rest. We will secure the area by deploying outposts in various sectors X, to the area to the right of Y, and to the area to the left of Z. Send scout patrols out from the outposts. Report any sign of enemy to me at the farm house at once.” *(This is a great scenario.)*
9. Individual sectors had to be occupied by at least 2 hours before twilight, so that troops could establish themselves and become acquainted with the terrain ahead while it was still light.
10. Vorpost: Where are obstacles (barb wire, mine fields, etc.) located and what are proper routes of withdrawal? A guard should be placed to direct friendly troops through such areas.
11. Guard open areas (behind the front) for possible airborne troop landings.

12. Observation Post

- i. Set up on high points, church towers, terrain features, etc. to give early warning of hostile landings and air attacks.
- ii. Such posts are also located in rear-areas, and esp. important in thinly occupied localities, since wire communications are frequent targets of partisans/airborne troops.
- ix. Watch for enemy to cross fields/roads/clearings at narrowest points. Monitor roads, ways, and paths leading to/from enemy villages, rear areas, encampments, for enemy patrols.

c. Mixed Objectives

1. A larger attack on the enemy will be made in next 3 to 4 days. Small groups must infiltrate into the hostile battle position, or at least well behind advance enemy positions. They are to do this at night. During the day, these groups will conceal themselves, but if caught will pass themselves off as ordinary patrols to avoid raising suspicion. When the real attack is initiated, these units then try to give the impression that the enemy is surrounded and cause confusion. The groups must live in field conditions during days prior to the attack, bring what they need or food/water with them, and remain hidden at all times, sentries must be posted 24/7. (This is a pretty hardcore scenario, and a great one at that.)
2. Long-Range Patrols
 - i. Non-Combat Mission: All enemy contact has ceased. Have they withdrawn? If so, to where? Are they lying in wait? Are they preparing an offensive? Send a 24-48 hour reconnaissance patrol deep into what was previously known to be enemy held territory to ascertain disposition of enemy (if they are even still in the area). Troops should remain covert at all times, and not engage in combat, with the exception to break away from enemy if detected. Troops must bring all supplies with them for 24/48 hours in field, but must also travel light.
 - ii. Combat Mission: The above, plus collect specific info, harass enemy rear area, create unrest behind enemy lines.
3. Troops are now in occupation duty. No combat is foreseeable in the near future. However, Germans conducted continual training of even experienced combat troops behind the front lines. Use any of the above the other scenarios to create a “training drill.” These are *very* good for reenacting because they can turn into a much more relaxed setting at the end of the day (e.g. relax and have some beer...but still be in character...occupation duty has its benefits!). On that same note, while forbidden there are numerous reports of soldiers drinking while at sentry posts. Getting drunk at events actually does have some basis in reality. “In the evening I passed a camp of an

infantry battalion in which the men were drunk...beer and vodka played an essential role...we drank everything we could get hold of.”¹⁸

4. Partisans

- i. They usually move a night. Keep guard for this. They are known to wear German uniforms on their own reconnaissance missions. They also make use women and children to further their cause. Keep guards posted. Take note of *all* activity, even civilian. Always be suspicious.
- ii. Patrol for partisan camps. They often relocate their bases. Map known camps.
 1. If a partisan formation dissolves, must undertake reconnaissance to locate new assembly area before substantial action can renew.
 2. Scout and/or use Point Guards in areas of food requisition, or ways/roads of frequent use to help prevent partisan activity.
 3. Special protection forces may be used to patrol railways, communication centers, roads, and waterways (*Sicherungstruppen*)
- iii. To provide intelligence for tactical anti-partisan forces, conduct intensive reconnaissance/scouting prior to such operations.

5. After Arriving at Outguard Post

- i. “The Squads will first put down their packs and remove helmets, bring rifles along and, using the vehicles from the farmyard, establish a road barrier at this fork in the road (use stuff from the woods instead). Squad B installs two charges of explosives at this barrier. When this has been done, establish another road barrier at the bridge over “B” brook. Soldat X, come along with your machine gun. You are sentinel post No. 1. Put your gun here in position so that we can fire on the road and on the terrain to the right up to Y, and to the left of Z. Camouflage your position well. Estimate some distances right away...I will return later.
- ii. Soldat Y is to remain standing here at this tree. Soldat Z lies here at this bush with the light machine gun, and digs in and camouflages himself. No smoking! No civilian is to be allowed to pass our line. Fire upon any person who does not stop when challenged for the third time. Any soldiers passing through are to be sent to me. If superiors are known to you, allow them to pass at one!
- iii. Make simple sketch of outguard positions for command.

¹⁸ *Frontsoldaten*, Stephen G. Fritz, 1995, p.73.

d. Other/Random Objectives

1. “I overslept, along with a couple of comrades. No one woke us. The three of us followed the footprints across the featureless, measureless plain...our uncertainty grew, and our strange lostness. As so we marched on, the very last stragglers...at night we found our unit again.”
2. “I awoke. Alone, insouciantly fallen asleep in partisan country. I got a shock. With hurried strides, I followed the path, looking for tracks of our vehicles, but *without my rifle*, which I’d left behind. It had barely grown lighter. An order had come through, and the others had forgotten about me. I caught up with them at the edge of the forest.”
3. The Allies have advanced so fast that they have left pockets of German activity behind their own lines. Those left behind should engage in sniping, sabotage, and almost partisan-like behavior/attacks on Allied supply routes, ammo/food/supply dumps, etc. Do what can to disrupt their operations, thus buying time for those still on the front.
4. Scenario to coordinate with airborne troops, based on policy developed by General James Gavin, 82nd Airborne:
 - i. *“Before Sicily, individuals and small groups were taught to attack the enemy at once, whenever encountered and regardless of the size of force. With the Sicilian experience in mind, we decided that in some circumstances it would be better for individuals or small groups not to attack overwhelming numbers of enemy: that would result only in their death or capture. Instead, we now began to train troopers to avoid engagements with units they could not cope with and instead make their way carefully to their objective area and there gain contact, if possible, with friendlier troops. This proved both realistic and helpful in the Normandy operation.”* –James Gavin, On to Berlin, Page 79.
 - ii. Scattered, misdropped airborne troops try to find each other to reach critical mass. Until then, they avoid engagement. German scouts trying to gather info on paratroopers to help bewildered Commanders make sense of the chaotic paratrooper invasion. German scouts should also avoid engagement with airborne, but try to gather intelligence about their numbers, locations, direction they are headed, etc. Take on hostage if possible.

VI. APPENDIX B: DIAGRAMS, MAPS & PHOTOS

Exhibit List

- Exhibit 1: Diagram of Most Concealed Route.
- Exhibit 2: Photo of Terrain.
- Exhibit 3: Patrol Route Planning (Plate 1).
- Exhibit 4: Combat Outposts and Security Patrols (Plate 2).
- Exhibit 5: Commentary on Plates 1 & 2.
- Exhibit 6: Typical German Winter Positions Along River in Karelia.
- Exhibit 7: Organization of Outposts at Night.
- Exhibit 8: Outposts in Vicinity of Enemy.
- Exhibit 9: Waffen SS Scout.

Exhibit 1: Diagram of Most Concealed Route

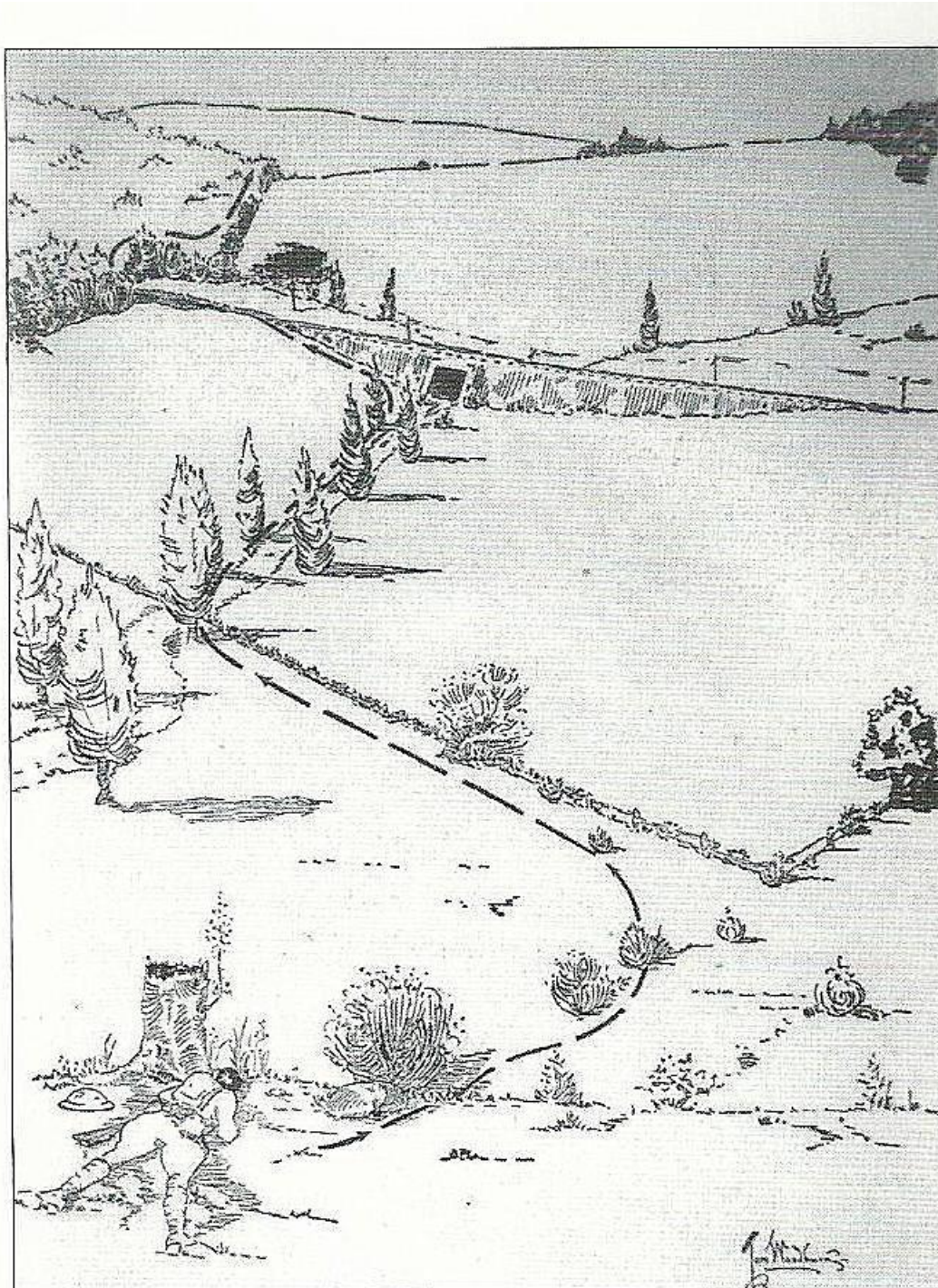


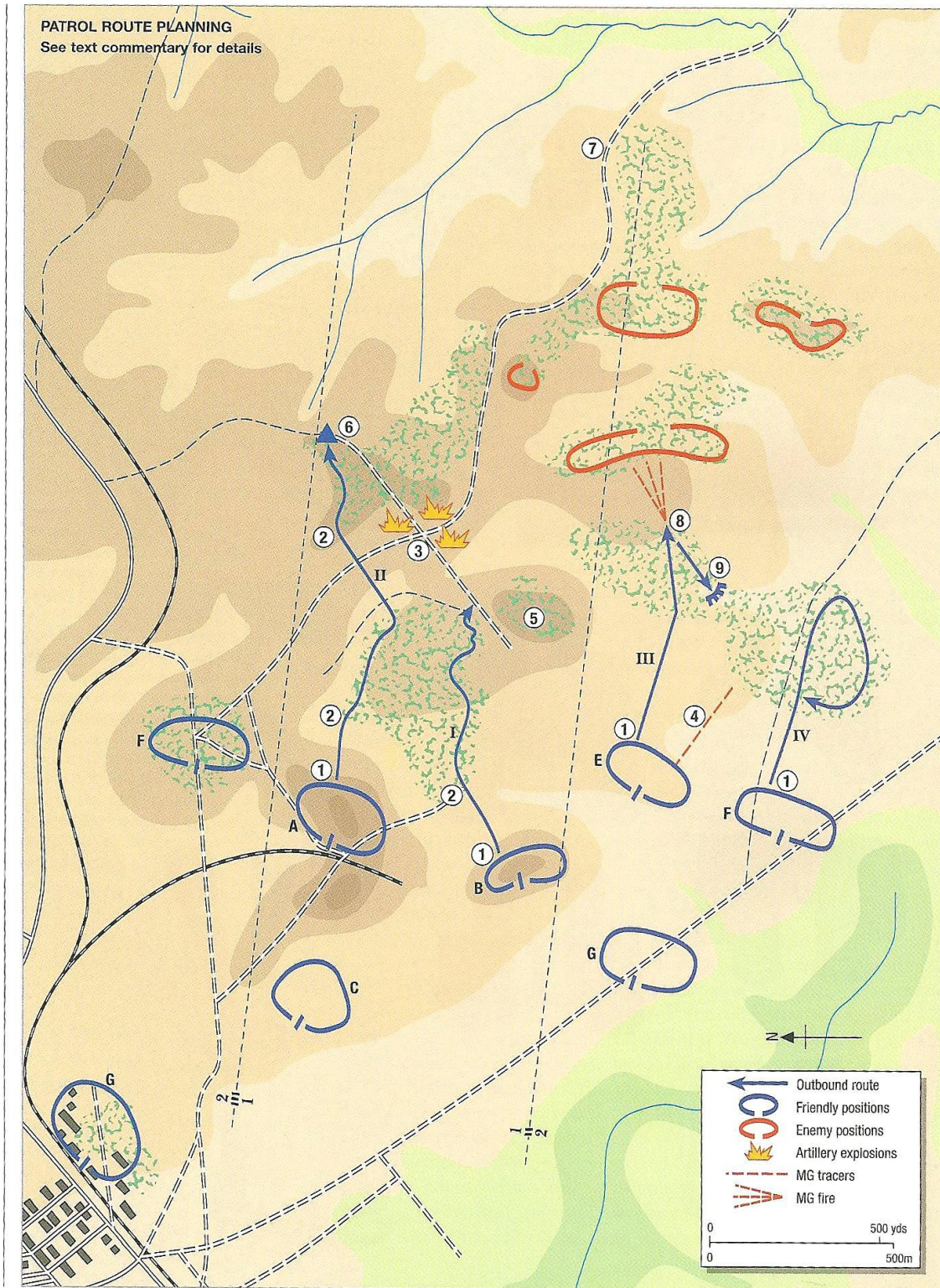
Diagram shows most concealed route, the proper way to move from Point A to Point B. Always take the most concealed route, not the shortest one.

Exhibit 2: Photo of Terrain



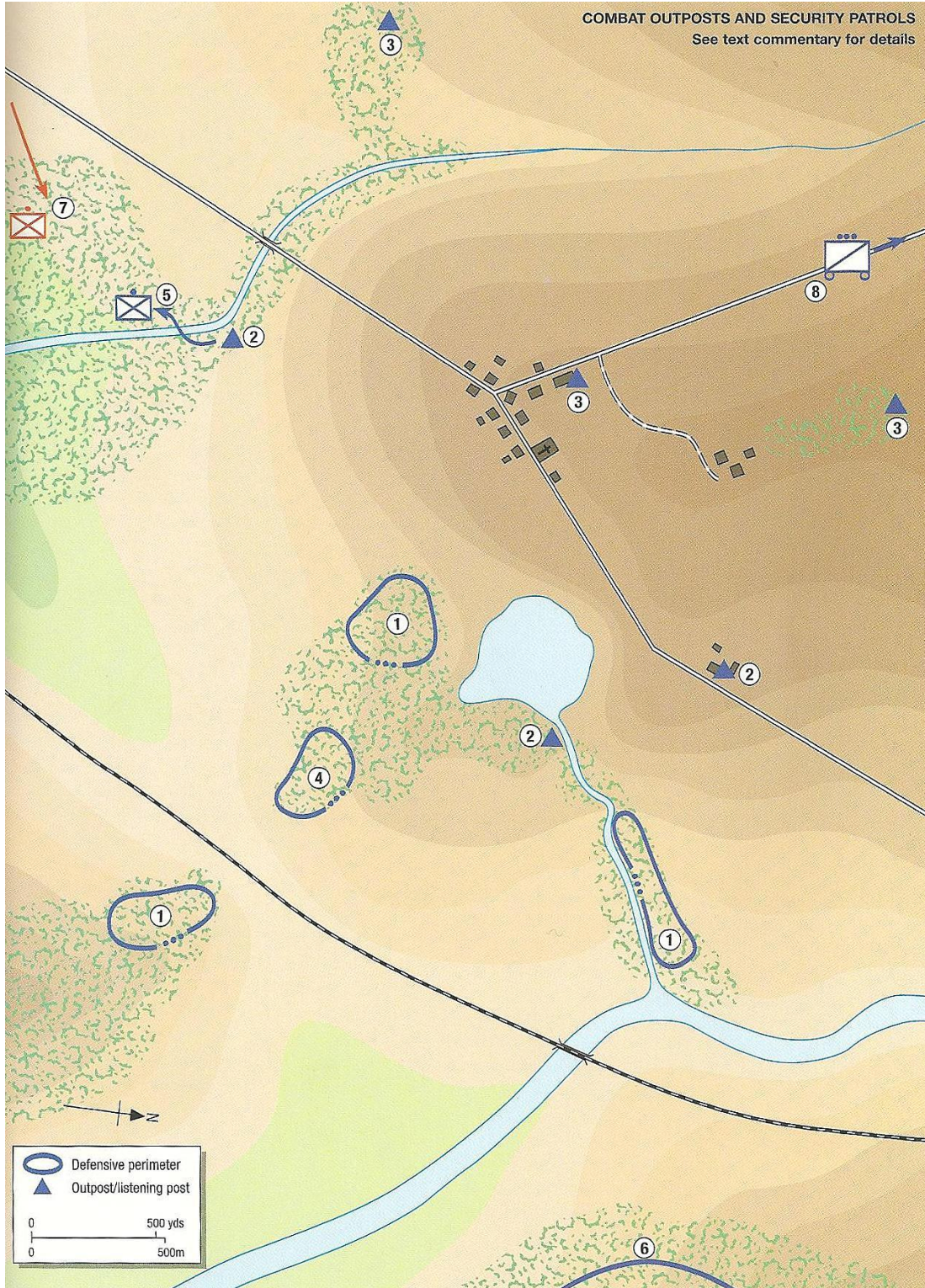
What might confront a foot patrol; a scout's view of piece of Italian terrain, with its battered buildings, ravines, trees, brush, and rock piles. The enemy could be anywhere. The scout's choice of route could mean the difference between life and death. Taken from WWII Combat Reconnaissance Tactics, Osprey Publishing, 2007.

Exhibit 3: Patrol Route Planning (Plate 1)



See commentary, Exhibit 5, top 1/3rd of pp. 64. Taken from WWII Combat Reconnaissance Tactics, Osprey Publishing, 2007.

Exhibit 4: Combat Outposts and Security Patrols (Plate 2)



See commentary, Exhibit 5, bottom 2/3rd of pp. 64. Taken from WWII Combat Reconnaissance Tactics, Osprey Publishing, 2007.

Exhibit 5: Commentary on Plates 1 & 2

Here we show patrol activity in adjacent regimental sectors. Patrol I from Company B of a battalion is reconnoitring a hill (5) to determine if it is occupied by the enemy; they will observe it from several positions. Patrol II from Co A is establishing a short-term OP (6) to direct artillery fire on an enemy supply route (7). Patrol III from Co E first conducts a diversion for Patrol I by placing MG fire from (8) on a known enemy position at a scheduled time; and then establishes an ambush (9) in hopes of surprising an enemy patrol. Patrol IV from Co F is a local security patrol conducted in an area where enemy patrols have previously been detected.

C: COMBAT OUTPOSTS AND SECURITY PATROLS

All armies practiced essentially the same 'layered' techniques for outposts and security while in defence or when halted – e.g. for the night – during an advance. A defensive line was established, with each unit in the line providing its own security – here, a company has established platoon positions (1, 1, 1). Each platoon put a small outpost or listening post, usually of two to four men, a short distance out – seldom more than 100 yards – to cover terrain offering a concealed approach (2, 2, 2). The company would deploy one to three outguards (3, 3, 3) further out, usually within 1,000 yards but sometimes as far as 1½ miles; these would cover roads entering the unit's sector. Usually these men were provided by a squad from the company's support platoon (4), and might be reinforced with machine guns, light anti-tank guns or infantry AT weapons. Squad-size security patrols (5) from the forward platoons or perhaps from the battalion's reserve company (6) would be sent out beyond the security line, not only to report the enemy's approach but also to keep enemy patrols at bay (7). Larger fighting patrols from the reserve company or the regiment's/brigade's reserve battalion, up to platoon strength, would move further afield. The regimental/brigade reconnaissance element and sub-units of the divisional reconnaissance unit (8) would be deployed even further out, because of their mobility.

Commentary on Plate 1 and 2, pp.62, 63. Taken from WWII Combat Reconnaissance Tactics, Osprey Publishing, 2007.

Exhibit 6: Typical German Winter Positions along River in Karelia

1 MARCH 1945

RESTRICTED

TM-E 33-46

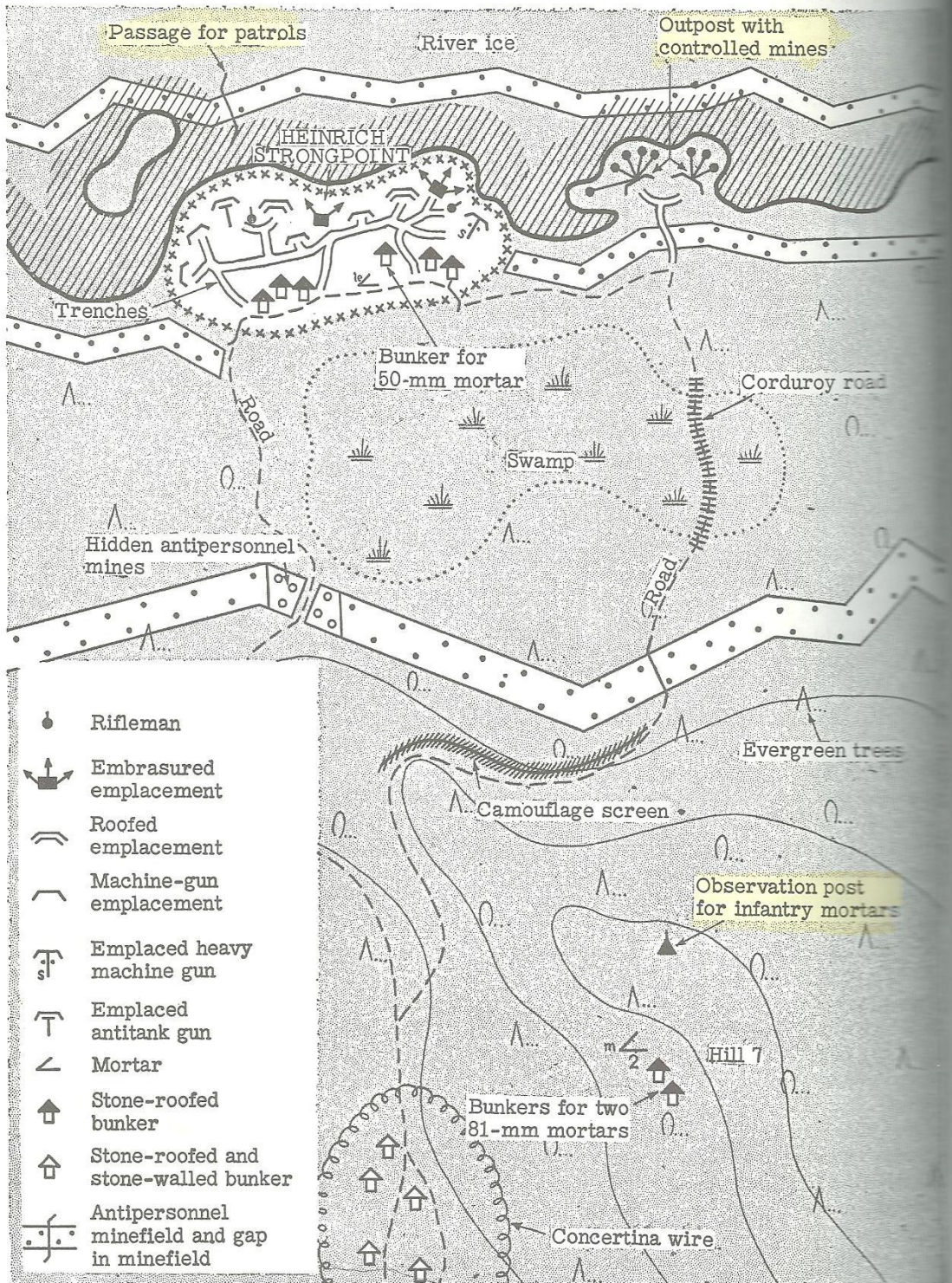


Figure 23.—Typical German winter position along a river in Karelia.

Exhibit 7: Organization of Outposts at Night

A. Organization of Outposts

I. In Darkness

Example of outpost positioning at night

Reconnaissance patrols are forward of the outguard sentinels

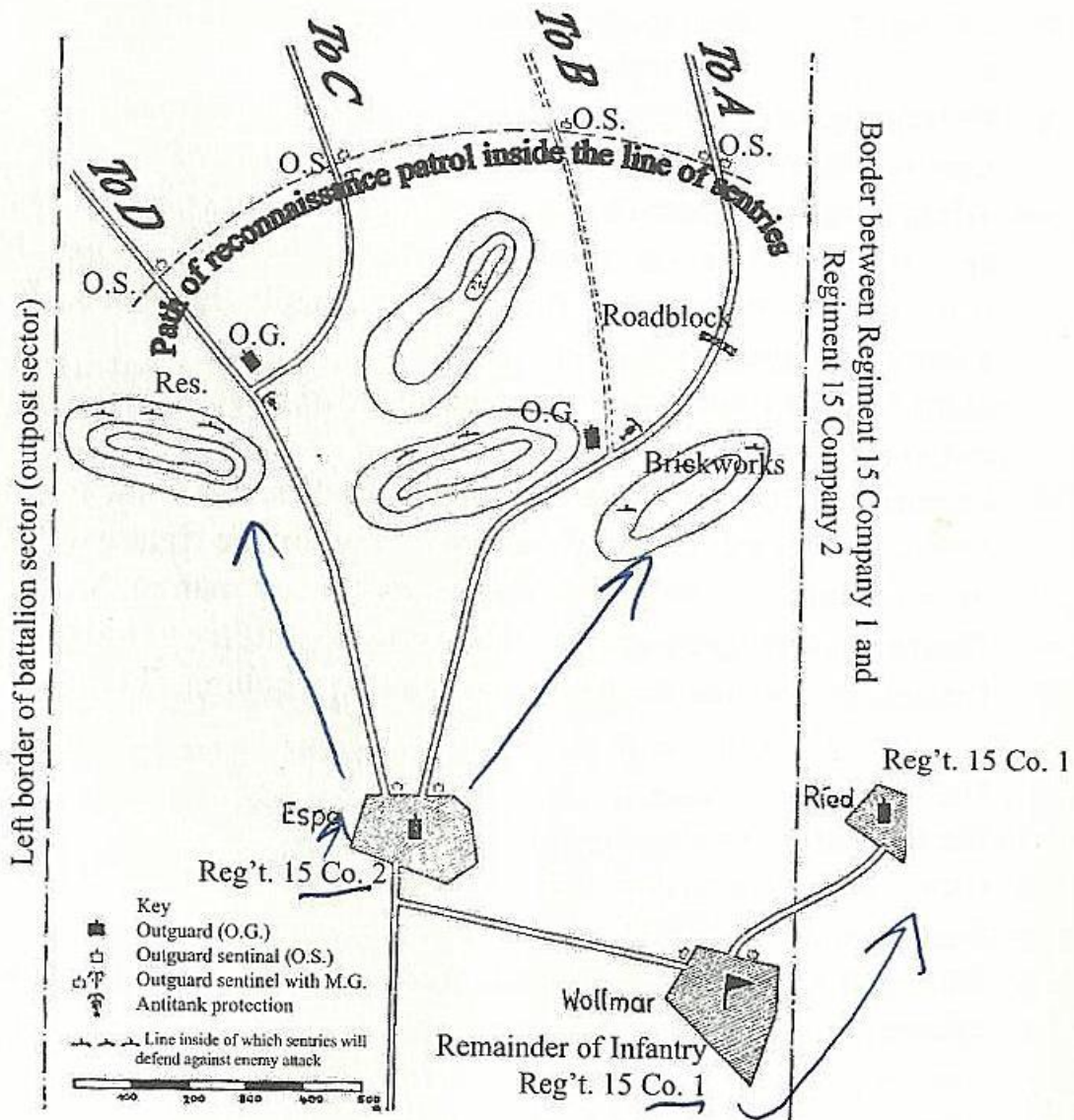


Exhibit 8: Outposts in Vicinity of Enemy

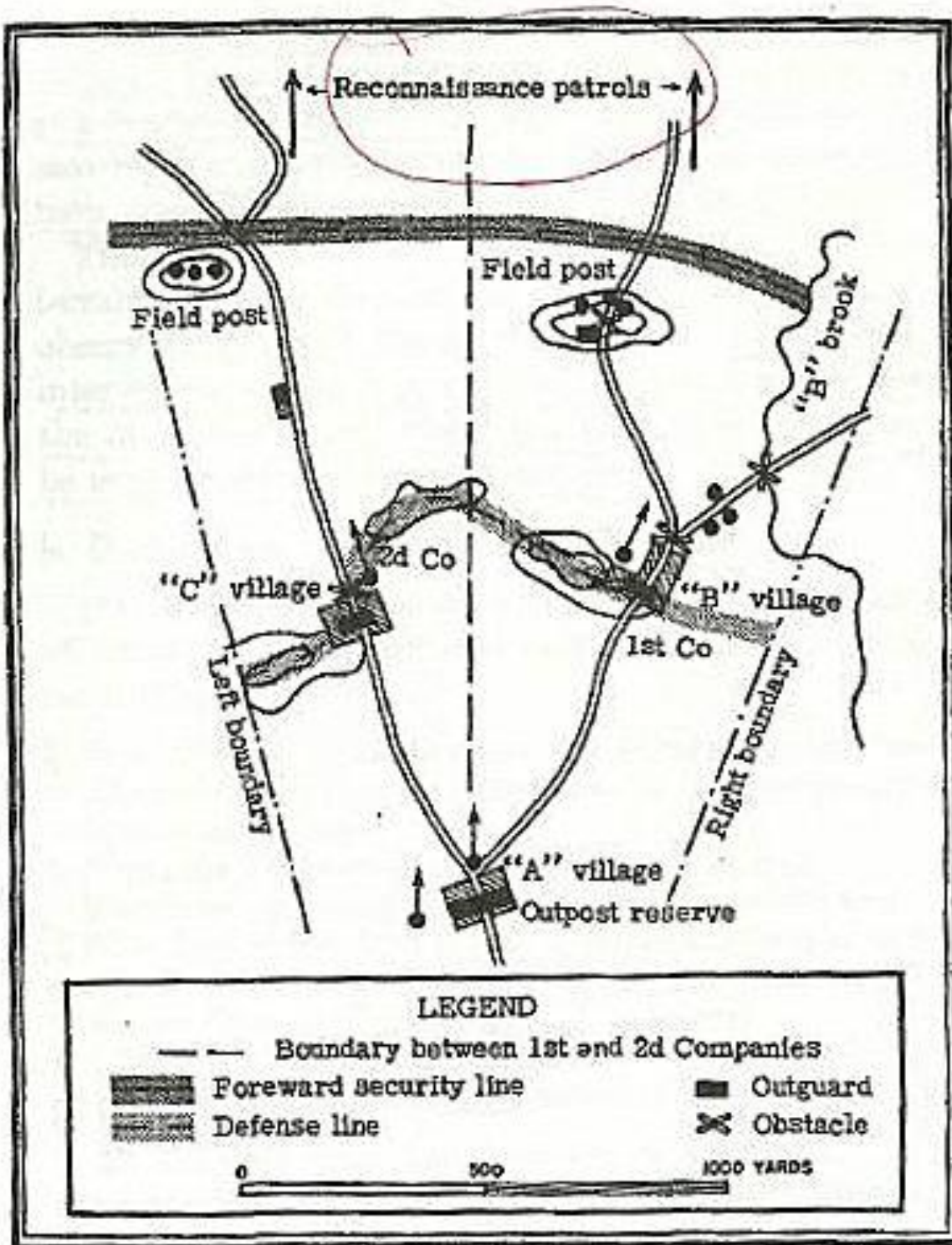


Figure 18.—Organization of a battalion on outpost duty in the vicinity of the enemy

Exhibit 9: Waffen SS Scout

This Waffen-SS scout wears a camouflage smock in one of the many available patterns, along with a face mask made from a shelter-cape. He is adorned with vegetation to break up his silhouette and blend in with the background. His personal equipment is worn beneath the smock for additional concealment; he is armed with a 9mm MP40 machine pistol, a popular weapon to enhance patrol firepower.
(Courtesy Concord Publications)



Taken from WWII Combat Reconnaissance Tactics, Osprey Publishing, 2007.

VII. APPENDIX C: COMMANDS & SIGNALS

Exhibit List

Exhibit 1: Basic German Field Commands and Terms.

Exhibit 2: Basic Hand Signals.

Exhibit 3: More Hand Signals.

Exhibit 4: Whistle Commands.

Exhibit 1: Basic German Field Commands and Terms**Giving/taking orders**

Ich verstehe (nicht).	I understand (don't understand).
Verstehen Sie?	Do you understand?
Wiederholen Sie.	Say it again.

Commands

Deckung nehmen!	Take cover!
Ihm nach!	Follow him!
Mir nach!	Follow me!
Hinlegen!	Lie down!
Pass auf!	Look out!
Ruhe!	Quiet!
Stellung!	Take position!
Vorsicht!	Careful!
Vortreten!	Come forward!
Vorwaerts!	Go ahead!
Warten Sie hier!	Wait here!
Zurueck!	Move back!
Still! Nicht bewegen!	Don't move!
Los!	Go now!
Hier bleiben!	Stay there!
Mein Kommando abwarten!	Wait for my command!
Stellungswechsel!	Change position!
Feuerpause!	Cease fire!

Places and directions

die Baeume	Trees
die Baumgruppe	Group of trees
die Baumlinie	Tree line
die Baumreihe	Hedgerow
das Feld	Field
der Graben	Trench
der Hügel	Hill
Richtung...	In the direction of...
die Scheune	Barn
die Strasse	Street
der Sumpf	Swamp
die Waldecke	Corner of woods
der Weg	Path
die Kreuzung	Crossroads
der Teich	Pond
der Busch	Bush
der Wald	Forest
die Lichtung	Clearing

Exhibit 1: Basic German Field Commands and Terms**The Enemy**

das Fahrzeug	Vehicle
der Granatwerfer	Mortar
die Schützen	Riflemen
Wie viele?	How many?
Wo sind sie?	Where are they?

Kannst du sie noch sehen?	Do you still see them?
Sie kommen!	They're coming.
Sie sind nah!	They are close.
Sie sind zu weit weg.	They are too far away.
Sie essen zu Mittag.	They're taking a lunch break.

Situations

Ich kann nicht weg!	I can't move.
Ich sehe nichts.	I can't see anything.
Ich sehe etwas.	I see something.
Ich weiss es nicht.	I don't know.

Exhibit 2: Basic Hand Signals

Be able to use and understand these hand and arm signals

Be able to use and understand these:

1) Attention, Understood, or Ready

Arm Raised



2) Clear of the enemy

Uplifted rifle



3) Enemy present

Weapon held above head towards enemy



4) Here we are

Headgear held up over head



Be able to understand these:

5) Gather

Extended arm/hand swung in circles



6) Fall in or Faster

Arm lifted once



7) Take positions

Arms extended to both sides



8) Halt

Sharp movement of the arm up and down



9) Get Down






Uplifted arm brought down in a forward motion



Exhibit 3: More Hand Signals

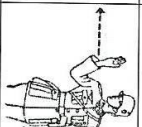
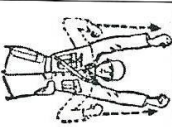

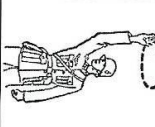
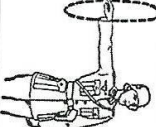
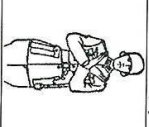

Command Signals

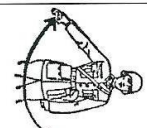
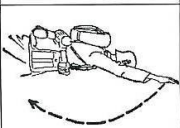
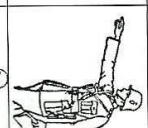
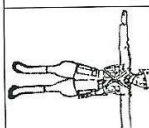
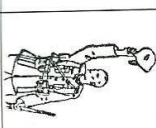
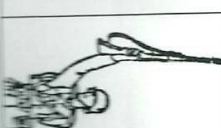
662. Signals with the arm, Signal Wand or Flags (in darkness and fog: Pocket Lamp)

No.	Signal	Execution	Light ¹	Meaning
1		Arm held high a) by Leader (thereby whistle) b) By Under Leaders and Vehicle Leaders c) in motion (seated or mounted).	White	a) "Attention!" (preparatory signal) b) "Understood!" or "Ready to start!" c) "Still seated!" Only with riding, travelling, or motorized units.
2		Arm momentarily thrusts up repeatedly a) when stopped b) in motion	White Green Green	"Sit on!" {mount up!} a) "Line up!" or "Start up!" b) "Quicker!"
3		Several back and forth waves of the raised arm a) from March Formation b) from "At Ease!" c) as answer to a signal	White	a) "At Ease!" b) "March formation!" c) "Not understood!"
4		High raised arm repeatedly sideways slowly lowering	Green	"Slower!" or "Next lower gait!" { "gait" for mounted, or "gear" for motorized }
5		High held arm repeatedly thrust downward a) in motion b) when stopped	Red Red	a) "Stop!" b) "Dismount!" (goes for riders, drivers, mounted teams)

¹ Meaning of the colors: Green=March, Red=Stop, White=Signals when stopped.

Exhibit 3: More Hand Signals

No.	Signal	Execution	Light	Meaning
6		Thrust arm repeatedly at shoulder height to one side	Green	"Right (or left) here!"
7		Hold both arms up, at the same time bend both sharply down and raise again.	-	"Lead horses in front!" "Limbers { <i>Artillery trailers</i> } in front!" "Combat Vehicles in front!"
8		Fist in front of the chest, then thrust arm repeatedly sideways	White	"Empty the street!" "Aircraft cover!"
9		Arm above the head, horizontal circles	Green	"Next higher level of Combat Readiness!" (Deployment or change)
10		Circle the extended arm extended sideways from the shoulder in Open Formation and Deployment	-	"Gather together!"
11		Arms crossed on the chest	-	"Place Rifles together!" or "Rifles on the motor vehicles!"
12		Twirl extended open hand	-	"Leader of the next lower subunit to report!"

No.	Signal	Execution	Light	Meaning
13		Swing the hanging arm in front of the body	-	a) "Issue Equipment!" "Unlimber!" b) "Equipment on the spot!"
14		Raise the arm high, repeatedly lower deeply forward	-	"Lay down!"
15		Point a direction with the arm (while moving)	Green	"Follow! Direction! ..."
16		Spread both arms at the same time at shoulder height	-	"Position!" ("Firing position!")
17		Head cover held high	-	"Here we are!"
18		Rifle vertical above the head	-	"Area free from enemy!" or "Area passable!"

663. Signals with Head Cover, Weapon, and Equipment

Exhibit 3: More Hand Signals






No.	Signal	Execution	Light	Meaning
19		Rifle horizontal above the head	-	“Area not free from enemy!” or “Area impassible!”
20		Spade held high a) Given from the front b) Given from the rear	-	a) “We entrench ourselves!” b) “Entrench!”
21		Cartridge Can held high	-	“Munition forward!”
22		Gas Mask held high by the Corporal	-	“Gas readiness!” (order to the Troops)
23		Pull the Gas Mask from the Carry Can, hold high and twirl or put on.	-	“Put on the Gas Mask!”

Exhibit 4: Whistle Commands


_____	Long continuous blast-ALARM!
_____	Long blast- ATTACK!
___ ___ ___	3 long- ASSEMBLE
....	4 short- REGROUP
..___	2 short 1 long- SHIFT LEFT
___..	1 short 2 long- SHIFT RIGHT

VIII. TBA??? APPENDIX D: ORIENTEERING

This section is in the works. It will eventually cover topics like the ones listed below. For now, it just contains a poor quality scan of Meldeblock in original German, and in English (I translated it). A better scan will be included in future versions.

- Map drawing.
- Map/Melde insignia.
- Compass use with a map.
- Compass use without a map.
- Finding one's way without a compass or map.
- Navigation at night.
- Etc.

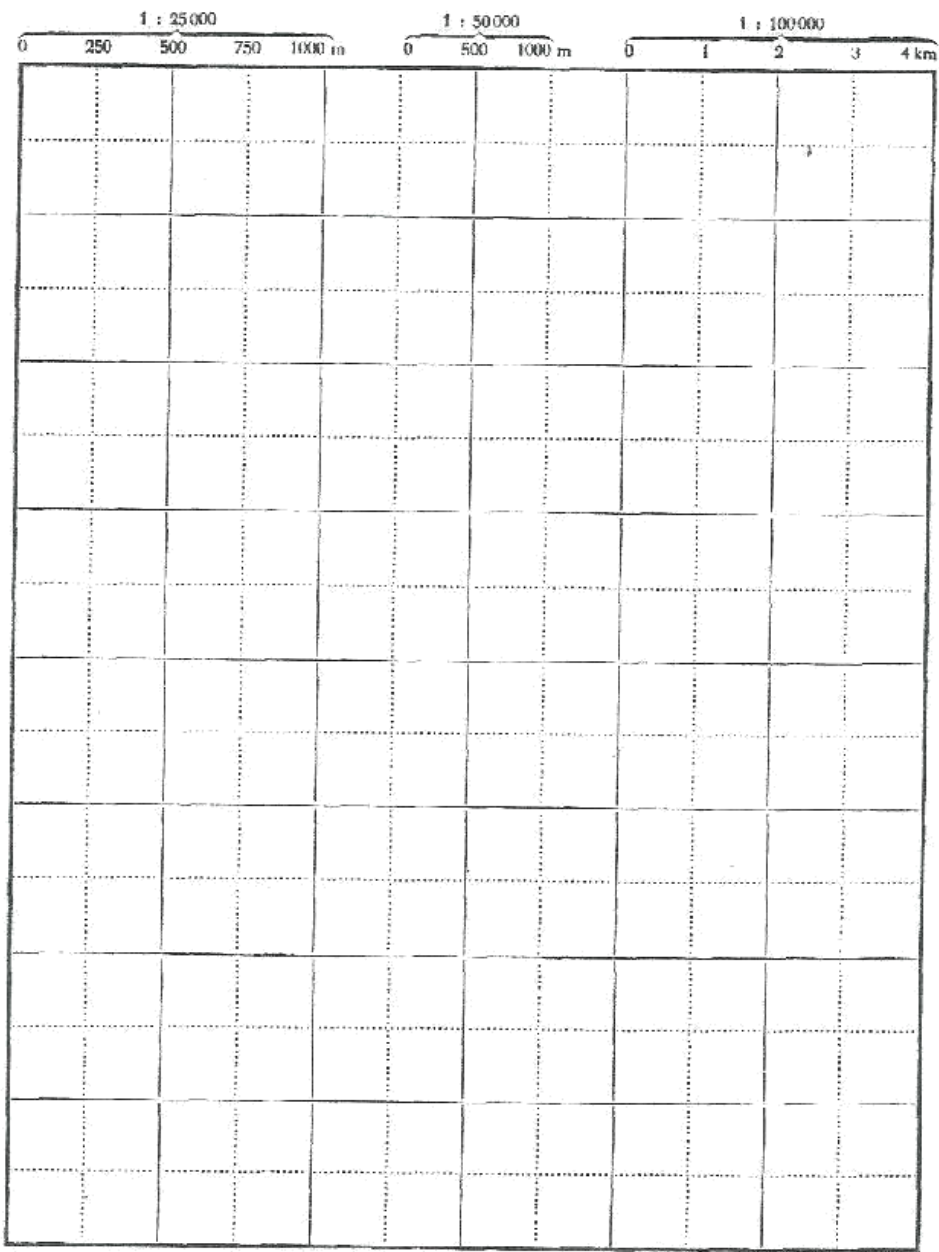
Meldeblock

 Nr. 2568

Abfendestelle:	# Melds.	Ort	Tag	Zeit
	Ab- gegangen			
	An- gekommen			

An

Oben



Die nicht benutzten Maßstäbe durchstreichen

Die gebräuchlichsten Kartenzeichen und Kürzungen (in Vergrößerung)

Grenzen und Einfriedigungen

- ===== Reichs- und Landesgrenze
- Bezirksgrenze
- Gemeindegrenze
- Mauer
- Zaun
- Eisengitter, Drahtzaun
- Wall mit Hecke (Knick)
- Steinwall
- Trockener Graben

Straßen und Wege

- ==== Landstraße A } Chaussee
- ==== Landstraße B } B mit Steigung
- ==== Fahrweg A, gut
- ==== Fahrweg B, weniger gut
- ==== Feldweg
- Fußweg
- ==== Bammweg
- ==== Hohlweg

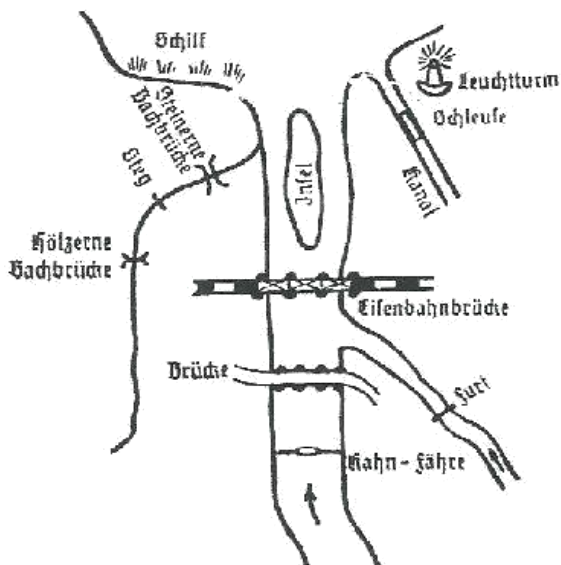
Eisenbahnen

- ==== Mehrgleisige } Hauptbahnen
- ==== Eingleisige } Hauptbahnen
- ==== Vollspurige } Neben-, Kleinbahnen
- ==== Schmalspurige } Neben-, Kleinbahnen
- Straßen- u. Wirtschaftsbahn

Bodenarten und Bodenbewachung

- Nadelwald mit Schneise
- Laubwald
- Mischwald
- Buschwech und Wiese
- Busch, Sumpf, Moor mit Torfstich
- Wiese mit einzelnen Bäumen
- Nasser Boden
- Sandiger Boden, Sandgrube
- Weinanpflanzung

Gewässer und Brücken



Einzelzeichen

	Deich mit Fahrweg		Schlachtfeld
	Deich ohne Fahrweg		Burg, Ruine
	Alte Schanze		T., W. Turm, Warte
	Terrasse		S. Sandstein
	Ringwall		Wegweiser
	Steinbruch		Windmühle
	Steinhäufen		Windmotor
	Felsen		Wassermühle
	F. ST. Summitelle		Bergwerk im Betrieb, verlassen
	F. T. Summitum		Hervorragende Bäume
	Kirche mit sichtbarem Turm		Hhl. Höhle
	Kapelle		O. F. Oberförsterei
	Einzelgrab, Feldkreuz		F. W. W. Försterei, Waldwärter
	Friedhof		Trigonometrischer Punkt
	Denkmal		Nivellementspunkt

Abkürzungen

<i>A. T.</i>	Ausichtsturm	<i>Hs.</i>	Haus	<i>Schü.</i>	Schäferei
<i>Bhf.</i>	Bahnhof	<i>Ho.</i>	Hochofen	<i>S. H.</i>	Sennhütte
<i>Blst.</i>	Blockstelle	<i>J. H.</i>	Jugendherberge	<i>S. M.</i>	Sägemühle
<i>Brn.</i>	Brennerei	<i>K. F.</i>	Kahnfähre	<i>S. W.</i>	Sägemerk
<i>D. W.</i>	Dammwörter	<i>Klbhf.</i>	Kleinbahnhof	<i>Stbr.</i>	Steinbruch
<i>Dom.</i>	Domäne	<i>Lst.</i>	Ladestelle	<i>Vw.</i>	Wartwerk
<i>E. F.</i>	Eisenbahnfähre	<i>O. F.</i>	Oberförsterei	<i>W. F.</i>	Wagenfähre
<i>El. W.</i>	Elektrizitätswerk	<i>Pshs.</i>	Pulverhaus	<i>Wbh.</i>	Wasserbehälter
<i>Fbr.</i>	Fabrik	<i>Pwk.</i>	Pumpwerk	<i>W. T.</i>	Wassereturm
<i>F.</i>	Fähre	<i>Sch.</i>	Scheune	<i>Whs.</i>	Wirtshaus
<i>H.</i>	Hütte	<i>Schl.</i>	Schloß	<i>Zgl.</i>	Ziegellei
<i>Hp.</i>	Haltepunkt	<i>Schp.</i>	Schuppen		

dispatch point	Book number	PLACE/LOCATION	day	time
	DEPARTED (Left from)			
	ARRIVED (AT)			

ON.....

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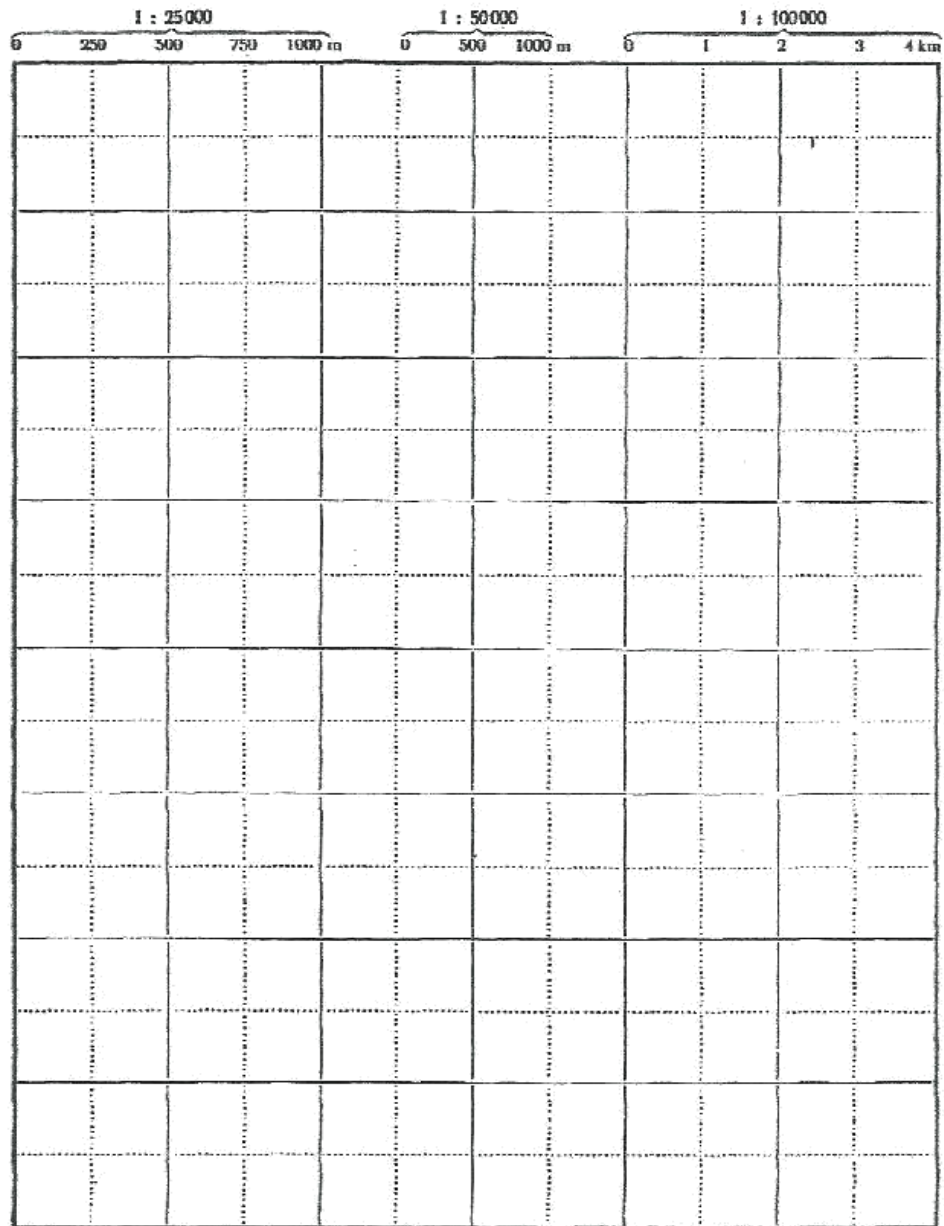
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TOP



STRIKE OUT UNUSED BOXES.

most often used map Insignia

Borders & Boundaries

- Reich & national border
- District line
- municipal boundaries
- wall
- fence
- wire/iron fence
- embankment w/ridges
- stone wall
- dry ditch

Soil type/BARRIERS & soil growth/cover

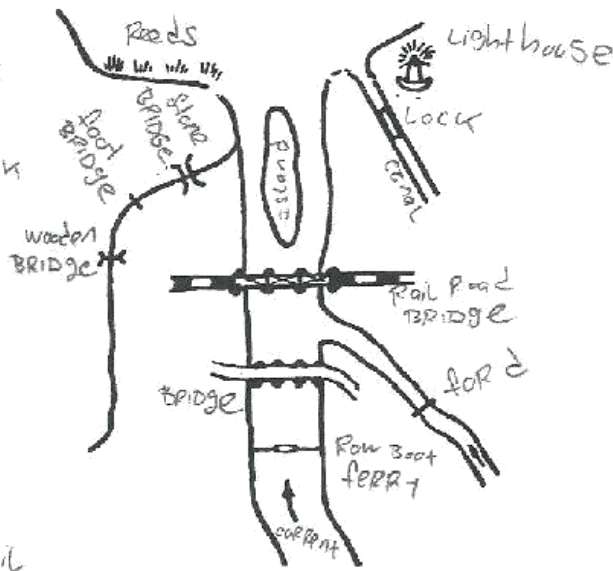
- EVERGREENS with path
- leafy forest
- MIXED forest
- BUSHES & meadow/GRASSLAND
- Bush, swamp, bog w/PEAT cutting site
- meadow w/one/FEW trees
- wet soil
- Sand pit, sandy soil
- Planted VEGITATION

Roads & ways

- country Road } Highway
- country Road } with hill/slope
- Road, (good)
- Road, (not as good)
- field lane, dirt-track
- footpath
- causeway, Levee, bank
- Sunken Road

Railways

- multi track | main circuit
- single track
- full gauge | next, small trains
- narrow gauge |
- trolley, industrial rail



SIGNS/KEY

	dam with road (on top)
	dam w/o road
	old trench, hill
	terrace
	Ring wall
	Quarry
	Stone pile
	CLIFF ROCK
	Radio Station
	Radio Tower
	CHURCH TOWER
	Chapell
	single grave
	Cemetary
	monument

	Battle field
	Castle Ruins
	TOWER, OBSERVATION point
	Chimney
	Sign Post
	wind mill
	Something driven by
	Water mill
	mine in operation/mine abandoned
	Predominating tree(s)
	CAVE
	Forester's OFFICE (oper)
	Forester's OFFICE, person who looks AFTER trees
	TRIGONOMETRIC point
	Leveling point

A.T. OBSERVATION tower
 Bstf. train station
 Blstf. block station
 Brn. distillery
 D.W. dam GUARD
 Dom. DOMAINE (Park)
 F.F. Rail ferry
 I.I. W. POWER plant
 Fbr. factory
 F. ferry
 H. Hut
 Ilp. Stop point (train)

Hs. house
 Ho. blast furnace
 J.H. Hunting lodge
 K.F. Row Boat ferry
 Klbstf. Small Rail station
 Lst. Loading point
 O.F. forester's office
 Pwhs. powder house
 Puk. Pumping station
 Sch. barn
 Schl. castle
 Schp. SHED/Hanger

Schil. sheep
 S.H. chalet
 S.M. Sawmill (water)
 S.W. Saw mill
 Sibr. Quarry
 Vm. Advanced out work/out looking w
 W.F. FERRY FOR VEHICLES
 Wbh. water tank
 W.T. water tower
 Wks. Inn
 Zel. BRICK kiln

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