



Training Manual

Rules & regulations for the 116th Panzer Divisions' training program



"Training and education are two different things. Training gives you a skill set to perform a specific task. Education provides you with academic theory for problem-solving issues."

~ Master Sgt. Juan Lopez, USMC

“If you take a flat map
And move wooden blocks upon it strategically,
The thing looks well; the blocks behave as they should.
The science of war is moving live men like blocks.
And getting the blocks into place at a fixed moment.
But it takes time to mold your men into blocks
And flat maps turn into country where, creeks and gullies
Hamper your wooden squares. They stick in the brush,
They are tired and rest, they straggle after ripe blackberries
And you cannot lift them up in your hand and move them...
It is all so clear in the maps, so clear in the mind,
But the orders are slow; the men in the blocks are slow
To move, when they start they take too long on the way
The General loses his stars and the block-men die
In unstrategic defiance of martial law
Because still used to just being men, not block parts.”

~Stephen Vincent Benet

“The aim of military training is not just to prepare men for battle, but to make them long for it.”

~Louis Simpson

“How is a military drilled and trained to defend freedom, peace and happiness? This is what Major General O ‘Ryan has to say of an efficiently trained generation: ‘The soldier must be so trained that he becomes a mere automaton; he must be so trained that it will destroy his initiative; he must be so trained that he is turned into a machine. The soldier must be forced into the military noose; he must be jacked up; he must be ruled by his superiors with pistol in hand.’ This was not said by a Prussian Junker; not by a German barbarian... but by an American major general. And he is right. You cannot conduct war with equals; you cannot have militarism with free born men; you must have slaves, automatons, machines, obedient disciplined creatures, who will move, act, shoot and kill at the command of their superiors. That is preparedness, and nothing else.”

~Emma Goldman, Preparedness: The Road to Universal Slaughter



**Schnell wie ein Windhund,
Zäh wie Leder,
Hart wie Kruppestahl,
Windhund Vor!**



**Fast as a Greyhound,
Stiff as leather,
Hard as Krupp steel,
Greyhound forward!**



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List of Training

I). Panzergrenadier Training

A. Grundlegende INFANTRY tactics (Basic Infantry Tactics)

1. *Movement*
2. *Concealment*
3. *Cover*

B. Erweiterte kleinwaffen Ausbildung (Advanced Small Arms Training)

1. *LMG*
2. *Mortar*
3. *ATR*
4. *Sniper*
5. *Grenadier*

C. Sturmpioniere Ausbildung (Sapper/Combat Engineer)

1. *Anti-Tank*
2. *Obstacle/FB Destruction*
3. *Bridge and AI Repair*

II). Panzer Ausbildung

1. *Tank Movement*
2. *Gunnery Basics*
3. *Offensive Tactics*
4. *Defensive Tactics*
5. *Combined Arms*

III). Panzerjäger und Flakartillerie Ausbildung (AT and AA training)

1. *ATG Basics*
2. *AAA Basics*

IV). Logistik und Support Ausbildung

1. *MSP Basics*
2. *Towing*
3. *Support Operations*

V). Spezielle Missionen Schule

A. Fallschirmjag (paratroopers)

1. *Jumping/Regrouping*

B. Panzeraufklärungs

1. *Reconnaissance/ Forward observer*
2. *Infiltration/sabotage*



Training Specifics

Training Topics

1. **Panzergranadier Training**- Panzergranadier Training- The Panzergrandaier were considered as the most trained units in the German army and were actively involved in all the operations on the territory of Europe and Soviet Union. Infantry in the Panzergrandaier regiments were special infantry units capable of fighting together with attacking tank divisions. This training will be broken down to 3 subgroups. Each one with its own qualification patches and ribbon system. They do not have to be obtained in a set order. However once all are received one will obtain the **Panzergranadier Shield** to replace the other 3. The training patches that will be retained on their record. This must be obtained before you can begin **Fallschirmjag Training, Panzeraufklärungs Training.**
2. **Panzer Ausbildung (panzer training)** - The Panzer training will be more on how to and where to approach an enemy tank. It will also deal with Tank to Tank situations. This training is very unit specific in regards to both weapon and armor. Once this training is complete the member will receive the Panzer Ausbildung Patch/ribbon. This will later be replaced by the Panzer Commander badge once approved.
3. **Panzerjager und Flakartillerie Ausbildung (AT and AA training)** - This training is mostly the same as the panzer training; it as well is unit specific. One difference is the AA targeting. Once this is complete the member will receive a Panzerjager und Flakartillerie Ausbildung Patch/ribbon. This will be replaced by either Pak or Flak badge
4. **Logistik und Support Ausbildung (Logistics and Support training)**- With this training you will learn . Once this is complete, you will receive the qualifications patch/ribbon. Once you have met the requirements to Truck Drive badge, it will take the place of this badge(If you have the Drives Badge can train those that require the training for Logistik). This training must be completed to be able to being with Panzeraufklärungs Training.
5. **Spezielle Missionen Schule (special Missions training)**- This training category represents training seldom used by windhund or have a few select people trained to accomplish. It is broken down to two groups Fallschirmjag training (paratroopers) and Panzeraufklärungs Training (Reconnaissance). First, to participate and obtain the Fallschirmjag qualifications patch/Ribbon, you must have completed Panzergranadier Training. Once you have completed the Fallschirmjag Training you will don the Fallschirmjag Patch/ribbon. The completion of a successfully jump mission will earn you a Mission Jump Patch which will take the place of the



Training Patch/ribbon, however will be kept on record. Second, to be selected for Panzeraufklärungs, you have completed Panzergrenadier Training, Sniper Third Class or above, Drivers Badge, and Mission Jump Patch. Plus, you must be selected by the Reichstag. Consideration for the recommendation will be based off your teamwork, tactical knowledge, Squad operation participation, plus forum activity. The Panzeraufklärungs are still retained for all squad formations either AO or DO. Reconnaissance training will allow them to conduct Reconnaissance & Forward observing mission without being caught; and be sent out on mission to convey intelligence on enemy positions. They will be thought advance teamwork tactics and will assist or be the main driving force in FB destruction. This training in turn does not mean they see more combat but does require a more patient person.

Training Times & Trainers

Training times will be posted in Routine Orders of the Windhund forums at least a week before a formal training will be conducted. It will contain the Trainings and topics, time and location. Training is just not limited to the scheduled times. If there is a qualified (all training Patches are considered qualifications) member online in the campaign, he can conduct On the Job Training(OJT). This must be submitted in a after action report(AAR) in a nomination style with in the time allotted per the Book of Merit (BoM), which is one week from the time of action. Failure to comply will result in a retraining in that topic.

Prerequisites & Requisites

There are some training topics that you will be required to obtain before you can conduct that topic. Below is a list of the Pre and requisites for each one.

TrainingTopic	Prerequisites	Requisites
Grundlegende INFANTRY tactics(Basic Infantry Tactics)	NONE	116th PanzergrenadierShield
Erweiterte kleinwaffen Ausbildung(Advanced Small Arms Training)	NONE	116th PanzergrenadierShield
Sturmpioniere Ausbildung(Sapper/Combat Engineer)	NONE	116th PanzergrenadierShield
116th PanzergrenadierShield	Grundlegende INFANTRY tactics, Erweiterte kleinwaffen Ausbildung, & Sturmpioniere Ausbildung	Fallschirmjag, Panzeraufklärung.
Panzer Ausbildung	NONE	Panzer Commander badge
Panzerjager und Flakartillerie Ausbildung(AT and AA training)	NONE	Pak or Flak badge
Logistik und Support Ausbildung	NONE	Drives Badge
Fallschirmjag (paratroopers)	116th PanzergrenadierShield	Mission Jump Patch
Panzeraufklärungs(Reconnaissance)	116th PanzergrenadierShield, Drives Badge, Mission Jump Patch, Sniper 3RD Class badge, Combat Engineer Patch, and Reichstag Vote	NONE



Qualifications & Awards

All Training Patches/Ribbons work in conjunction with the Book of Merit. Certain Patches/Ribbons must be obtained in order to receive other awards(Please see Prerequisites and requisites). Below is a list of all the Patches in accordance with the course prescribed.

Panzergrenadier Training

Grundlegende INFANTRY tactics(Basic Infantry Tactics)



Erweiterte kleinwaffen Ausbildung(Advanced Small Arms Training)



Sturmpioniere Ausbildung(Sapper/Combat Engineer)



116th Panzergrenadier Shield



116th Panzergrenadier Ribbon



Panzer Ausbildung



Panzerjager und Flakartillerie Ausbildung(AT and AA training)



Logistik und Support Ausbildung



Spezielle Missionen Schule

Fallschirmjag (paratroopers)



Panzeraufklärungs





Trainers guide

Summary

This section is the field guide on the proper conducting of the training topics. Please refer to this to study before you're training. Trainers must use this to the letter when conducting.

Grundlegende INFANTRY tactics(Basic Infantry Tactics)

Start with a Walk through, explain what is expected. Explain the difference between cover and concealment. Explain the benefits to each. = 15minutes Max

Conduct scenario one. This has to take place in a town/training area with a bridge.

1. **Scenario** - The Allies have taken hold of the area across the bridge, and we have recieved information that they are sending a scout unit across to secure the bridge for the tanks regiment in the rear to cross. Hold and defend you positions. Kill all allies that cross.
2. **Rules=**
 - A) There will be no respawns, both sides.
 - B) Trainers have to cross the bridge.
 - D) Trainees have to stay inside the city limits.
 - E) Only basic infantry can be used by both sides(EI rifles and SMG's).
 - F) Time limit of 30 minutes to be set.

Conduct scenario two. This has to take place in a town/training area with a bridge.

1. **Scenario** - The Allies have been pushed back across the bridge. Now is our time to counter attack. Launch a attack against the enemy and up root them from their positions before they receive reinforcements.
2. **Rules=**
 - A) There will be no respawns, both sides.
 - B) Trainees have to cross the bridge
 - D) Trainers have to stay inside the city limits
 - E) Only basic infantry can be used by both sides(EI rifles and SMG's)
 - F) Time limit of 30 minutes to be set

Conduct scenario three. This has to take place in an open field outside of town/training area.

1. **Scenario** - The Allies have sent Armored Scout cars to the out skirts of town. They are testing the defense of town. They will hunt down any light Defensive positions and destroy them. Your job is to observe them only, without being caught.
2. **Rules=**
 - A) There will be no respawns, both sides.



- B) Trainees have to set up a Observation post in the field.
- D) Trainers will hunt them down and kill.
- E) Only basic infantry can be used by Axis(EI rifles and SMG's), scout armor by Allies(EI Panhard & Daimler).
- F) Time limit of 20 minutes to be set.

Conduct scenario four. This has to take place in an open field outside of town/training area.

1. **Scenario** - The Allies are sure that they can start there attack after their last scout mission. They have created a FRU, and are starting to move into town. Our mission is to sneak up on the enemy position, and ambush and destroy there FRU.
2. **Rules=**
 - A) There will be no respawns, both sides.
 - B) Trainees have to set a ambush in the field.
 - D) Trainers will guard the FRU.
 - E) Only basic infantry can be used by both sides (EI rifles and SMG's).
 - F) Time limit of 20 minutes to be set.

Conduct scenario five. This has to take place inside of town/training area Control Point Building.

1. **Scenario** - The Allies have got a few infantry pass you, and are held up in a Control Point building. Our job now is to get a team together and assault and take the CP.
2. **Rules=**
 - A) Respawns are allowed for Axis side only.
 - B) Trainees have to use teamwork to capture CP.
 - D) Trainers will guard the CP at all cost, cannot leave the CP.
 - E) Only basic infantry can be used by both sides(EI rifles and SMG's).
 - F) Time limit of 30 minutes to be set.

Conduct scenario six. This has to take place inside of town/training area Control Point Building.

1. **Scenario** - The Allies have been pushed out, but have not set up several FRU's in the area. The CP you took is not surrounded by Allies. Hold the CP as long as you can by teamwork and communication.
2. **Rules=**
 - A) Respawns are allowed for Allied side only.
 - B) Trainers have to use teamwork to capture CP.
 - D) Trainees will guard the CP at all cost, cannot leave the CP.
 - E) Only basic infantry can be used by both sides(EI rifles and SMG's).
 - F) Time limit of 30 minutes to be set.

TRAINING COMPLETE FOR - Grundlegende INFANTRY tactics (Basic Infantry Tactics)

Trainers, make sure to explain the training afterwards, and that they are designed for them to fail some of them to learn the from them. And that the training environment that we placed them in is better controlled to make corrections by seeing their actions as them do them.



Knowledge base

General Outline - Rock488, Imbrutus, Biggal, and Bigsarge

Awards - TeufelX, Grimes, and QTaylor