



# *“The Pursuit”*

August/September 2014

## Uniform & Equipment Regulations



**82<sup>nd</sup> Armored Reconnaissance Battalion**

**41<sup>st</sup> Armored Infantry Regiment**

**66<sup>th</sup> Armor Regiment**

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(Note: any amendments or additions in this version of the Regulations are marked with #)

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## **IMPORTANT**

All participants in this event MUST comply with the following uniform regulations for the entire duration of the event.

Tags and bag(s) will be brought to label and confiscate for the period of the trip any items that have not been authorised to be worn/used for this event – a full uniform and equipment check will be done at the meeting point before the trip starts. The group accepts no responsibility for losses or damage to any such confiscated items that shouldn't have been brought to the event to start with.

Please take note of the following rules:

- Refuse to take something incorrect off when asked to by one of the organising team or an NCO/Officer? You forfeit your place on the trip, with no refund.
- Turn up in incorrect uniform and removing it leaves you unable to participate as you don't have the correct alternative? You forfeit your place on the trip, with no refund.

This may sound harsh, but it is to ensure that the uniform & equipment regulations are followed and it will be applied fairly to ALL participants.

If you're not sure about anything in these regulations or need advice over where to buy acceptable kit, please contact Glen Mallen via e-mail: [geordiemurph@hotmail.com](mailto:geordiemurph@hotmail.com)

Where any item is stated "in order of preference", the first item in the list is the one seen being worn/used in most cases in the original photographs, followed by the next items in descending quantities.

Rank is ONLY to be worn by those who have been authorised it for the trip.

All Magazine Pouches and Rifle Belts are to contain correct magazines/clips for the weapon carried.

Finally, unless ordered otherwise, weapons are to be carried and steel helmets are to be worn AT ALL TIMES.

## Reproduction Items

All items described in these regulations must be of pre-1945 manufacture or accurate reproductions. Modern-issue equivalents, cheap and rubbish reproductions or “look-a-likes” are **NOT** acceptable.

The only vendor of reproduction uniforms and equipment that can be constantly recommended is “At The Front”. Other vendors such as “WWII Impressions” and “Quartermaster Inspector” are also have some very good items, but clarification should be sought on specific items before purchase – just ask on the 2AiE Forum. Same advice applies to other vendors – please ask first on the 2AiE Forum before buying to avoid wasting money!

## Equipment Types & Colours

### British-made Equipment

All items of British-made equipment can be used instead of US-made ones.

### WWI Equipment

By this stage of the war most WWI-produced equipment had been replaced by newer WWII production items, and this should be taken into account when putting together your equipment set.

### OD3/OD7/Transitional

#### **OD3 = tan**

OD3 coloured versions of the equipment listed in these Regulations is 100% approved to use.

#### **OD7 = green**

OD7-only equipment is NOT to be used, UNLESS so stated against specific equipment items in these Regulations.

#### **Transitional = a mix of tan and green pieces in the size item**

Transitional coloured versions of the equipment listed in these Regulations is also 100% approved to use.



## **Weapons**

### **Deactivated Weapons**

Deactivation certificates for deactivated weapons are to be carried by the owner at all times. You should bring 3 copies with you of each certificate, in case any copies need to be handed in to local authorities.

You will also be required to provide a copy of each certificate with your Weapons Registration Form for the event.

### **Replica Weapons**

Each replica weapon should have its own serial number/identification number on it to be able to be listed on the Master Weapons List for the event and so you can identify your replica weapon from another otherwise identical one.

You will be required to provide this number with your Weapons Registration Form for the event.

### **Blank-firing Hired Weapons**

If you hire one of the blank-firing individual weapons (i.e. not a squad/jeep/halftrack/tank MG) for the event, you DO NOT need to bring the equivalent deactivated/replica weapon as well – you will have this blank-firer for the whole of the event.

However, please bring your own WWII US Sling to fit the weapon you have hired to ensure that you have the correct sling!!!!!!

Lastly, if you are part of an MG or Bazooka Team in the Armored Infantry, remember that you will need to have your own individual weapon as well (M1 Carbine or M1 Rifle).



## Mandatory Items For All Participants

- Mess Kit (ID-ed with owner's name/initials)
- Knife, Fork & Spoon (ID-ed with owner's name/initials)
- OD Towel
- Wash Kit in period bag
- EVERYONE is to carry a modern useable military-type First Aid Dressing on their person
- TL122 A, B or C Flashlight (original or WPG repro)
- Spare Wool Shirt, Wool Trousers (and optional spare M41 Jacket with WWII 2<sup>nd</sup> Armd patch)
- OD3/OD7 WWII Duffle or OD3/Denim Barracks Bag (NO Aviator's Kit Bags), stencilled with owner's name and Troop Number (ONLY 1 Duffle or Barracks bag per Soldier for your spare kit, plus what you're wearing, your equipment set, personal weapon and your Bedding kit "hobo" roll. This bag should therefore NOT be full and will probably be carried on one of the support GMC trucks).
- OD Rubberised Clothing Bag (or black/green plastic rubbish/refuse bag) to put kit inside of your Duffle/Barracks Bag in case of torrential rain!
- Bedding kit "hobo" roll:
  - OD Wool Blankets x 2
  - and/or Sleeping Bag (mountain or wool with cover are preferred)
  - wrapped in ONE WWII OD3/OD7 "Pup Tent" Shelter Half (double-ended type preferable to single-ended type), complete with Pole & 5 Pegs per Soldier (i.e. 2 GI's sharing one Pup Tent).
  - An M-1935 Bedding Roll is an optional extra for jeep/tank/M8 crews and halftrack drivers ONLY, AND ONLY IF SPACE PERMITS.
  - You will sleep as a crew with your assigned vehicle. Most vehicles will have a canvas shelter for the crew, but this may not always be available for use, especially for the Armored Infantry. Shelter Halves are always useful for extra protection against the rain at nights anyway.





# 41<sup>st</sup> Armored Infantry Regiment



## 41<sup>st</sup> Armored Infantry Regiment

### Rifle Platoon Format

Each Rifle Platoon consists of 5 Halftracks and their crews:

#### Platoon HQ & 1<sup>st</sup> Rifle Squad

Position	Rank	Weapon
Platoon Commander	2 <sup>nd</sup> Lieutenant	M1 Carbine
Platoon Sergeant	Technical Sergeant	M1 Carbine, Thompson SMG or M3 SMG
Squad Leader	Staff Sergeant	M1 Rifle, Thompson SMG or M3 SMG
Rifleman 1	Private/PFC	M1 Rifle
Rifleman 2	Private/PFC	M1 Rifle
Rifleman 3	Private/PFC	M1 Rifle
Rifleman 4	Private/PFC	M1 Rifle
Rifleman 5	Private/PFC	M1 Rifle
Rifleman 6	Private/PFC	M1 Rifle
Rifleman 7	Private/PFC	M1 Rifle/M1903A4
Rifleman 8	Private/PFC	Browning Automatic Rifle
Halftrack Driver	Private/PFC/Technician 5 <sup>th</sup> Grade (T/5)	M1 Carbine or M3 SMG
<ul style="list-style-type: none"> <li>Halftrack to have ONE M1A1 Bazooka ready for dismounted use</li> </ul>		

#### 2<sup>nd</sup> Rifle Squad

Position	Rank	Weapon
Squad Leader	Staff Sergeant	M1 Rifle, Thompson SMG or M3 SMG
Assistant Squad Leader	Sergeant	M1 Rifle
Rifleman 1	Private/PFC	M1 Rifle
Rifleman 2	Private/PFC	M1 Rifle
Rifleman 3	Private/PFC	M1 Rifle
Rifleman 4	Private/PFC	M1 Rifle
Rifleman 5	Private/PFC	M1 Rifle
Rifleman 6	Private/PFC	M1 Rifle
Rifleman 7	Private/PFC	M1 Rifle
Rifleman 8	Private/PFC	M1 Rifle
Rifleman 9	Private/PFC	Browning Automatic Rifle
Halftrack Driver	Private/PFC/Technician 5 <sup>th</sup> Grade (T/5)	M1 Carbine or M3 SMG
<ul style="list-style-type: none"> <li>Halftrack to have ONE M1A1 Bazooka ready for dismounted use (in theory, as per T/O&amp;E, so only if available)</li> </ul>		

#### 3<sup>rd</sup> Rifle Squad

Position	Rank	Weapon
Squad Leader	Staff Sergeant	M1 Rifle, Thompson SMG or M3 SMG
Assistant Squad Leader	Sergeant	M1 Rifle
Rifleman 1	Private/PFC	M1 Rifle
Rifleman 2	Private/PFC	M1 Rifle
Rifleman 3	Private/PFC	M1 Rifle
Rifleman 4	Private/PFC	M1 Rifle
Rifleman 5	Private/PFC	M1 Rifle
Rifleman 6	Private/PFC	M1 Rifle
Rifleman 7	Private/PFC	M1 Rifle
Rifleman 8	Private/PFC	M1 Rifle
Rifleman 9	Private/PFC	Browning Automatic Rifle
Halftrack Driver	Private/PFC/Technician 5 <sup>th</sup> Grade (T/5)	M1 Carbine or M3 SMG
<ul style="list-style-type: none"> <li>Halftrack to have ONE M1A1 Bazooka ready for dismounted use (in theory, as per T/O&amp;E, so only if available)</li> </ul>		

## 41<sup>st</sup> Armored Infantry Regiment

### Rifle Platoon Format (continued)

#### Mortar Squad

Position	Rank	Weapon
Mortar Squad Leader	Staff Sergeant	M1 Carbine
Mortar Gunner	Sergeant	M1 Carbine
Mortar Gunner	Private/PFC	M1 Carbine
Ammunition Handler	Private/PFC	M1 Carbine
Ammunition Handler	Private/PFC	M1 Carbine
Rifleman 1	Private/PFC	M1 Rifle
Rifleman 2	Private/PFC	M1 Rifle
Halftrack Driver	Private/PFC/Technician 5 <sup>th</sup> Grade (T/5)	M1 Carbine or M3 SMG
<ul style="list-style-type: none"> <li>Mortar Squad to have ONE M2 60mm Mortar ready for dismounted use</li> <li>Halftrack to have ONE M1A1 Bazooka ready for dismounted use (in theory, as per T/O&amp;E, so only if available)</li> </ul>		

#### Machine Gun Squad

Position	Rank	Weapon
MG Squad Leader	Staff Sergeant	M1 Carbine
Assistant Squad Leader	Sergeant	M1 Carbine
Machine Gunner	Sergeant	M1 Carbine
Machine Gunner	Private/PFC	M1 Carbine
Ammunition Handler	Private/PFC	M1 Carbine
Ammunition Handler	Private/PFC	M1 Carbine
Rifleman 1	Private/PFC	M1 Rifle
Rifleman 2	Private/PFC	M1 Rifle
Rifleman 3	Private/PFC	M1 Rifle
Rifleman 4	Private/PFC	M1 Rifle
Rifleman 5	Private/PFC	M1 Rifle
Halftrack Driver	Private/PFC/Technician 5 <sup>th</sup> Grade (T/5)	M1 Carbine or M3 SMG
<ul style="list-style-type: none"> <li>Machine Gun Squad to have TWO M1919A4 Machine Guns ready for dismounted use</li> <li>Halftrack to have ONE M1A1 Bazooka ready for dismounted use (in theory, as per T/O&amp;E, so only if available)</li> </ul>		

### Company HQ Format

Company HQ will currently consist of one HQ Jeep:

#### Company HQ Jeep (marked B-2)

Position	Rank	Weapon
Company Commander	Captain	M1 Carbine
Jeep Driver	Private/PFC/Technician 5 <sup>th</sup> Grade (T/5)	M1 Carbine, M1 Rifle or M3 SMG

If available, a Company HQ Halftrack will be added to the Table of Organization (still to be determined at this date).



## 41<sup>st</sup> Armored Infantry Regiment

### Uniform

- WWII M1 Helmet:
  - fixed or swivel bale, front seam, WWII US manufacture
  - British-made medium-mesh or small-mesh nets – preferably brown or green shades, not tan – or no net
  - Scrim in green and brown shades (as used on vehicle nets) can be worn on 25% of all helmets (up to 50% in first four days of the event when we’re wearing Camo HBT’s – see below)
  - Goggles are NOT to be worn on helmets by Armored Infantry
  
- **For the first Wednesday to Saturday of the event only (the first four days):**
  - **Army Camo HBT Jacket & Trousers**
  - **or Army Camo HBT Trousers combined with M41/Tankers Jacket**
  - **NOTE: Camo HBT uniforms are NOT to be worn after Peronne**
  
- **For all other days of the event (and optional for the first four days is you haven’t got Camo HBTs):**
  - Jacket (in order of preference):
    - M41 Jacket with WWII 2<sup>nd</sup> Armd Patch
    - Winter Combat (“Tanker’s”) Jacket with WWII 2<sup>nd</sup> Armd Patch
    - **NOTE:** some jackets are seen with black camouflage paint on them, done prior to Cobra. Having a few such jackets (with the camo paint well worn at this point) would not be incorrect. **Photos are available to copy patterns seen – please ask before you do this.**
  - Trousers:
    - Light OD Shade (“Mustard”) or 22oz Wool Trousers
    - HBT Trousers (as spares only)
  
- OD3 or OD7 EM Trouser Belt
- Ankle Boots (Roughouts or Service Shoes) and OD3 Leggings (Army type). Boots are to be waterproofed with Dubbin or similar – bring this with you in case you need to re-waterproof.
- Wool EM Shirt, preferably with WWII 2<sup>nd</sup> Armd Patch
- OD Wool Sweater (V-Neck, 5-button Highneck (original or good repro) or Red Cross Sleeveless)
- Wool Beanie or A-4 Mechanics/Watch Cap
- Enlisted Man’s Raincoat (**NO Ponchos**)
- WWII style underwear:
  - OD wool socks
  - OD boxers
  - OD singlet - **NO T-Shirts of ANY colour**
  - OD or grey long-sleeved undershirt

## 41<sup>st</sup> Armored Infantry Regiment

### Equipment

#### Rifleman & Assistant Rifle Squad Leader

**Remember: all items of British-made equipment can be used instead of US-made ones. Most OD7-only equipment is NOT to be used, unless so stated below.**

- M1 Rifle with leather or web sling.
- Rifle Belt (OD3 or Transitional) with or without M36 Suspenders
- M10 or M28 "Doughboy" Pack – NO M36 Musette Bags for Riflemen or Assistant Squad Leader
- Canteen, Cup & Cover (OD3)
- M43 Folding E-Tool & Cover (OD3, OD7 or Transitional) or M10 T-Handle Shovel & Cover
- M1 Rifle Bayonet, 10", with Scabbard
- M42 First Aid Pouch (OD3) or M10 First Aid Pouch (M42 preferred)
- Lightweight Gasmask Bag (OD3, OD7 or Transitional)
- Optional 30.06 Bandolier(s)
- Optional Fragmentation (with CORRECT WWII-type lever ONLY), Smoke or WP grenades
- GP Ammo bag with Rifle Grenade tubes (ONLY ONE per Squad for the Squad's Rifle Grenadier – as allocated by the Squad Leader).

**NOTE: If you're a Rifleman but don't have a M1 Rifle, let us know IMMEDIATELY so we can see if you can be allocated a spare.**

#### BAR Gunner (1 per Rifle squad)

- Browning Automatic Rifle
- As Rifleman above, but with BAR Belt and M3 Knife in M6 or M8 Scabbard (and no bandoliers)

#### Bazooka Team (1 per Halftrack) – 1 x Bazookaman & 2 x Assistants

- **Bazookaman:**
  - The Bazookaman is simply a Rifleman also carrying an M1A1 Bazooka (approved Replica or Deactivated) as well as his M1 Rifle and other Rifleman's equipment.
- **Assistants:**
  - The Assistants are also simply Riflemen also carrying a Bazooka Ammo Bag with tubes as well as their M1 Rifles and other Rifleman's equipment.

#### Mortar Gunner/Mortar Ammunition Handler/Assistant MG Squad Leader/Machine Gunner/MG Ammunition Handler

- As Rifleman above, but armed with M1 Carbine, with Pistol Belt and M1 Carbine Magazine Pouch(es), "Butt" type (OD3, Transitional or OD7) instead of Rifle Belt, and M3 Knife in M6 or M8 Scabbard instead of M1 Rifle Bayonet.

## 41<sup>st</sup> Armored Infantry Regiment

### Rifle Squad Leader

- As Rifleman above, but can carry M1928/M1928A1/M1A1 Thompson SMG or M3 SMG in place of M1 Rifle
- If carrying SMG:
  - Pistol Belt instead of Rifle Belt
  - Spare Magazine Bag (for Thompson 30rnd Mags) or 5x20rnd Thompson Magazine Pouch (with 20rnd Mags ONLY, NOT 30rnd)
  - or GP Ammo Bag for M3 SMG Magazines
  - M3 Knife in M6 or M8 Scabbard
- M3 Binoculars, Compass in Pouch and Map Case.
- M36 Suspenders and M36 Musette Bag (untabbed type) instead of M28 “Doughboy” Pack

**NOTE: SMG’s are only to be carried by Squad Leaders.**

### Mortar/MG Squad Leader

- As Rifleman above, but carrying M1 Carbine, with:
  - Pistol Belt instead of Rifle Belt
  - M1 Carbine Magazine Pouch(es), “Butt” type (OD3, Transitional or OD7)
  - M3 Knife in M6 or M8 Scabbard
  - M3 Binoculars, Compass in Pouch and Map Case
  - M36 Suspenders and M36 Musette Bag (untabbed type) instead of M28 “Doughboy” Pack

### Medic (1 per Platoon)

- M1 Helmet, plain OD, with nets/scrim as described previously (no evidence of Red Crosses/White Circles markings for 41<sup>st</sup> AIR Medics)
- Single or two Red Cross Armbands
- Medical Pouches and Medic’s Harness, or Medical Pouches on Litter Straps
- Pistol Belt
- 1 or 2 Canteen Sets
- Individual M42 First Aid Pouch & Dressing
- Lightweight Gasmask Bag (OD3, OD7 or Transitional)

### Halftrack Drivers

- Uniform as per Armd Infantry.
- Equipment as per Armd Infantry Rifleman, but with M36 Suspenders and M36 Musette Bags
- Halftrack Drivers armed with M1 Carbines (Pistol Belt and Carbine Ammo Pouch to be worn instead of Rifle Belt) or M3 SMG (Pistol Belt to be worn instead of Rifle Belt, with GP Ammunition Bag for M3 SMG Magazines).
- **NOTE: HBT coveralls and caps can be taken by Halftrack Drivers, but are to be worn for maintenance ONLY.**

# 82<sup>nd</sup> Armored Reconnaissance Battalion



## 82<sup>nd</sup> Armored Reconnaissance Battalion

### Recon Platoon Format #

Each Recon Platoon (X in the vehicle number is the Platoon number) consists of the following vehicles and their crews:

#### Armored Car Section

##### **M8 Armored Car 2Δ 82R \* C-X0**

Position	Rank	Weapon
Platoon Commander	1st Lieutenant	M1 Carbine, Thompson SMG or M3 SMG
Driver	T/5 or Private/PFC	M1 Carbine
Co-Driver	Private/PFC	M1 Carbine
Gunner	Private/PFC	M1 Carbine

##### **M8 Armored Car 2Δ 82R \* C-X1**

Position	Rank	Weapon
Car Commander	Staff Sergeant*	M1 Carbine, Thompson SMG or M3 SMG
Driver	T/5 or Private/PFC	M1 Carbine
Co-Driver	Private/PFC	M1 Carbine
Gunner	Private/PFC	M1 Carbine

##### **M8 Armored Car 2Δ 82R \* C-X2**

Position	Rank	Weapon
Car Commander	Staff Sergeant	M1 Carbine, Thompson SMG or M3 SMG
Driver	T/5 or Private/PFC	M1 Carbine
Co-Driver	Private/PFC	M1 Carbine
Gunner	Private/PFC	M1 Carbine

##### **M8 Armored Car 2Δ 82R \* C-X3**

Position	Rank	Weapon
Car Commander	Staff Sergeant	M1 Carbine, Thompson SMG or M3 SMG
Driver	T/5 or Private/PFC	M1 Carbine
Co-Driver	Private/PFC	M1 Carbine
Gunner	Private/PFC	M1 Carbine

#### Scout Section

##### **Scout Jeep 2Δ 82R \* C-X4**

Position	Rank	Weapon
Section Commander	2 <sup>nd</sup> Lieutenant*	M1 Carbine
Radio Tender	Private/PFC	M1 Carbine
Driver	Private/PFC	M1 Carbine, Thompson SMG or M3 SMG

*\*Note: we will probably run the Scout Section under the Platoon Sergeant (with the rank of Technical Sergeant), not a Lieutenant. By the T/O&E, the Platoon Sergeant is actually in the Armored Car Section, as a Car Commander.*

[Continued overleaf]

## 82<sup>nd</sup> Armored Reconnaissance Battalion

### Scout Jeep 2Δ 82R \* C-X5

Position	Rank	Weapon
Gunner	Corporal†	M1 Carbine
Radio Tender	Private/PFC	M1 Carbine
Driver	Private/PFC	M1 Carbine, Thompson SMG or M3 SMG

### Mortar Jeep 2Δ 82R \* C-X6

Position	Rank	Weapon
Section Leader	Sergeant†	M1 Carbine
Mortar Gunner	Private/PFC	M1 Carbine
Driver	Private/PFC	M1 Carbine, Thompson SMG or M3 SMG

### Mortar Jeep 2Δ 82R \* C-X7

Position	Rank	Weapon
Gunner	Corporal†	M1 Carbine
Mortar Gunner	Private/PFC	M1 Carbine
Driver	Private/PFC	M1 Carbine, Thompson SMG or M3 SMG

† Note: these ranks may have been increased to from Sergeant & Corporal to Staff Sergeant & Sergeant respectively during the February 1944 increase in Squad Leader and Assistant Squad Leader ranks, but it is not apparent at present if this increase also applied to these Scout Section ranks.

### Assault Gun Section

#### M8 HMC Assault Gun 2Δ 82R \* C-X8

#### Halftrack (Ammunition) 2Δ 82R \* C-X9

At present we will not be deploying the Assault Gun Section of the Recon Platoons.





## 82<sup>nd</sup> Armored Reconnaissance Battalion

### M8 Crew : Uniform

- 50%/50% split between Tankers Helmet and plain M1 Steel Helmet (Drivers often wear Tankers Helmets whilst Turret Crew often wear M1 Steel Helmets)
- Jacket (in order of preference):
  - Winter Combat (“Tanker’s”) Jacket with WWII 2<sup>nd</sup> Armd Patch
  - M41 Jacket with WWII 2<sup>nd</sup> Armd Patch
  - **NOTE:** some jackets are seen with black camouflage paint on them, done prior to Cobra. Having a few such jackets (with the camo paint well worn at this point) would not be incorrect. **Photos are available to copy patterns seen – please ask before you do this.**
- Trousers (in order of preference):
  - Light OD Shade (“Mustard”) or 22oz Wool Trousers
  - Winter Combat Bib & Brace (Tankers Trousers)
- **OPTIONAL** for first four days of the event only (in Bray sur Somme and Peronne):
  - **Army Camo HBT Jacket & Trousers**
  - **or Army Camo HBT Trousers combined with M41/Tankers Jacket**
  - **NOTE:** these uniforms are not thought to have been worn by the whole of the 82<sup>nd</sup> Recon, but have been seen worn by one M8 crew at least, and they are **NOT** to be worn after Peronne in any case.
- OD3 or OD7 EM Trouser Belt
- Ankle Boots (Roughouts or Service Shoes) and OD3 Leggings (Army type). Boots are to be waterproofed with Dubbin or similar – bring this with you in case you need to re-waterproof.
- Wool EM Shirt, preferably with WWII 2<sup>nd</sup> Armd Patch
- OD Wool Sweater (V-Neck, 5-button Highneck (original or good repro) or Red Cross Sleeveless)
- Wool Beanie or A-4 Mechanics/Watch Cap
- Enlisted Man’s Raincoat (**NO Ponchos**)
- WWII style underwear:
  - OD wool socks
  - OD boxers
  - OD singlet - **NO T-Shirts of ANY colour**
  - OD or grey long-sleeved undershirt
- Goggles (in order of preference):
  - Polaroid 1021 (in the vast majority of cases)
  - Resistols/Skyways or equivalent, or M43 goggles (tinted lenses preferred)
  - **NOTE:** all M8 Drivers **MUST** have goggles with useable tinted lenses (or tinted anti-gas goggles) in case of bright sunshine whilst driving.

## 82<sup>nd</sup> Armored Reconnaissance Battalion

### M8 Crew : Equipment

- Pistol Belt
- **Drivers and M8 Commanders only:** .45 Auto Pistol in Belt Holster (NO Shoulder Holsters)
- **Drivers and M8 Commanders only:** .45 Magazine Pouch
- M42 First Aid Pouch (OD3)
- M1 Carbine Magazine Pouch, "Butt" type (OD3, Transitional or OD7)
- Canteen, Cup and Cover (OD3)
- M3 Knife in M6 or M8 Scabbard
- M36 Musette Bag (untabbed type, with carry strap carried in side pocket), attached to M8
- Lightweight Gasmask Bag, attached to or carried in M8
- M1 Carbines to be carried on M8's for crews

### M8 Commander

- As above, with M1 Carbine or M1928/M1928A1/M1A1 Thompson/M3 SMG
- If carrying Thompson SMG:
  - Spare Magazine Bag (with 30rnd Mags)
  - or 5x20rnd Thompson Magazine Pouch (with 20rnd Mags ONLY, NOT 30rnd)
- If carrying M3 SMG:
  - GP Ammunition Bag (M3 Mags are too long for most Thompson Spare Magazine Bags). The vehicle M3 SMG Magazine Bag is NOT to be used as it was not seen in use at this date.
- M3 Binoculars, Compass in Pouch and Map Case (all usually stowed in/on M8 turret).

### Jeep Crew

- Uniform as per M8 Crew, but with M1 Helmets only.
- Equipment as per **41<sup>st</sup> Armd Infantry Rifleman**, but with M36 Suspenders and M36 Musette Bags
- Drivers armed with M1 Carbines (Pistol Belt and Carbine Ammo Pouch(es) to be worn instead of Rifle Belt).
- Other Jeep Crew armed with either M1 Carbine or M1 Rifle (or optional Thompson SMG/M3 SMG for NCO's).
- **# NOTE:** A photo exists of an A/82 Scout Jeep at the Belgian border where two of the 4-man crew have Browning Automatic Rifles. As this Jeep does not have a MG mounted and does not appear to be a Mortar Jeep, there is a high possibility it is from A Company's HQ. BARs should probably NOT be carried by normal Recon Platoon MG/Mortar Jeeps.

## 82<sup>nd</sup> Armored Reconnaissance Battalion

### Motorcyclists

- Uniform as per M8 Crew.
- Equipment as per M8 Crew, personal weapon choice of .45 Auto Pistol, M1 Carbine or Thompson SMG and appropriate pouches.
- Map Case is also to be carried.

**NOTE:** HBT coveralls and caps can be taken by Vehicle Crews, but are to be worn for maintenance **ONLY**.



# 66<sup>th</sup> Armor Regiment



## 66<sup>th</sup> Armor Regiment

### Tank Crew

- Tankers Helmet, with 25% of turret crews wearing M1 Steel Helmet when out of turret.
  
- Jacket (in order of preference):
  - Winter Combat (“Tanker’s”) Jacket with WWII cut-edge or embroidered on wool 2<sup>nd</sup> Armd Patch
  - M41 Jacket with WWII cut-edge or embroidered on wool 2<sup>nd</sup> Armd Patch
  - **NOTE:** some jackets are seen with black camouflage paint on them, done prior to Cobra. Having a few such jackets (with the camo paint well worn at this point) would not be incorrect. **Photos are available to copy patterns seen – please ask before you do this.**
  
- **Army Camo HBT Jacket & Trousers are NOT to be worn by 66<sup>th</sup> Armor personnel at any time.**
  
- Trousers (in order of preference):
  - Light OD Shade (“Mustard”) or 22oz Wool Trousers
  - Winter Combat Bib & Brace (“Tankers Trousers”)
  
- OD3 or OD7 EM Trouser Belt
  
- Ankle Boots (Roughouts or Service Shoes) and OD3 Leggings (Army type). Boots are to be waterproofed with Dubbin or similar – bring this with you in case you need to re-waterproof.
  
- Wool EM Shirt, preferably with WWII 2<sup>nd</sup> Armd Patch
  
- OD Wool Sweater (V-Neck, 5-button Highneck (original or good repro) or Red Cross Sleeveless)
  
- Wool Beanie or A-4 Mechanics/Watch Cap
  
- Enlisted Man’s Raincoat (**NO Ponchos**)
  
- WWII style underwear:
  - OD wool socks
  - OD boxers
  - OD singlet - **NO T-Shirts of ANY colour**
  - OD or grey long-sleeved undershirt
  
- Goggles (in order of preference):
  - Polaroid 1021 (in the vast majority of cases)
  - Resistols/Skyways or equivalent, or M43 goggles (tinted lenses preferred)
  - **NOTE: all Tank Drivers MUST have goggles with useable tinted lenses (or tinted anti-gas goggles) in case of bright sunshine whilst driving.**

## 66<sup>th</sup> Armor Regiment

### Tank Crew : Equipment

- Pistol Belt
- .45 Auto Pistol in Belt Holster (NO Shoulder Holsters)
- .45 Magazine Pouch
- M42 First Aid Pouch (OD3)
- Canteen, Cup and Cover (OD3)
- M3 Knife in M6 or M8 Scabbard
- M36 Musette Bag (with carry strap in side pocket), attached to Tank
- Lightweight Gasmask Bag, attached to or carried in Tank

### Tank Commander

- As above, plus M1928/M1928A1/M1A1 Thompson SMG or M3 SMG
- If carrying Thompson SMG:
  - Spare Magazine Bag (with 30rnd Mags)
  - or 5x20rnd Thompson Magazine Pouch (with 20rnd Mags ONLY, NOT 30rnd)
- If carrying M3 SMG:
  - GP Ammunition Bag (M3 Mags are too long for most Thompson Spare Magazine Bags). The vehicle M3 SMG Magazine Bag is NOT to be used as it was not seen in use at this date.
- M3 Binoculars, Compass in Pouch and Map Case (all usually stowed in/on turret).

### Jeep Crew

- Uniform as per M8 Crew, but with M1 Helmets only.
- Equipment as per **41<sup>st</sup> Armd Infantry Rifleman**, but with M36 Suspenders and M36 Musette Bags
- Drivers armed with M1 Carbines (Pistol Belt and Carbine Ammo Pouch(es) to be worn instead of Rifle Belt).
- Other Jeep Crew armed with either M1 Carbine or M1 Rifle (or optional Thompson SMG/M3 SMG for NCO's).

### Motorcyclists

- Uniform as per Tank Crew.
- Equipment as per Tank Crew, personal weapon choice of .45 Auto Pistol, M1 Carbine or Thompson SMG and appropriate pouches.
- Map Case is also to be carried.

**NOTE:** HBT Coveralls and Caps can be taken by Vehicle Crews, but are to be worn for maintenance ONLY.



## Class A Uniforms

Most of the participants on this event will NOT need to bring a full Class A uniform with them.







**Full Class A uniform will ONLY be needed for the following personnel, who will be specifically assigned to these roles:**

- Color Guard\*
- Honor Guard\*
- Officers

\* Exact requirements will be communicated to the assigned personnel via a separate document.

**All other personnel will only need to bring the following items with them for a Class B uniform:**

- **OD Wool Garrison Cap**  
With the following Piping Colors, as appropriate to your role and subunit:

Unit	Piping Colors	Piping Example
41 <sup>st</sup> Armored Infantry Regiment	Light Blue	
82 <sup>nd</sup> Armored Reconnaissance Battalion	Yellow	
66 <sup>th</sup> Armor Regiment	Green & White	
Medical Detachment	Maroon & White	
17 <sup>th</sup> Armored Engineer Battalion	Scarlet & White	
Military Police	Yellow & Green	

Correct WWII-type Distinctive Unit Insignia can be worn on Garrison Caps, as appropriate to your role and subunit. Not seen on every cap, say 25%-50%.

- **Tan Wool Tie**  
Tan wool ties are to be brought by ALL personnel.
- Completed with your Wool Shirt, Wool Trousers, and Ankle Boots (polished as much as practical).  
**Note:** for the purposes of this event, this Class B uniform will be worn in conjunction with your Leggings and M41 Jacket (If you are bringing a spare M41 Jacket with you, you can use this as a clean presentable Jacket), unless advised otherwise on the day.

## Personal Appearance #

Although we may not all the correct age to be a WWII US GI, we can at least try to look the part – combat adds years to your face, so you can be a few years older than the actual average age of the WWII GI, but you really need to get the GI “look” right to be able to get away with it and to look more like the GI’s in wartime photos.

To add to that, we’re expected to look war-weary, to represent the GI on the frontline, not someone straight out of a re-enactment vendor’s catalogue with brand-new uniforms and equipment. War-weary but not too scruffy – you’re still in the US Army.

Although it is always possible to find the “exception to the rule” in wartime photographs, we’ll go with the vast majority, not the exceptions, so the list below is to be followed to get the “look”:

- No moustaches, no beards, goatees, or any other type of facial hair other than 2 day’s worth of unshaven “combat” stubble.
- No sideburns longer than 1” below the top of your earlobe attachment.
- We expect people to manage to shave every 2-3 days.
- No hair longer than the typical WWII GI look (*plus a week or so since you’re been on the frontline and not able to get to the unit barber*). Examples of WWII styles can be found on this page from the 90<sup>th</sup> Infantry Division Preservation Group’s website: <http://www.90thidpg.us/Research/Original/Hairstyles/observations.htm>
- No visible piercings (including your tongue).
- No visible modern tattoos (especially facial). If you’ve got modern tattoos on your arms, you’ll have to always wear your sleeves down.
- If you’ve just bought some new reproduction equipment, the quick way to get in “worn-in” is to get it covered in wet mud in the garden, dry it off and then brush the mud off with a stiff-bristled hand brush. This will leave ingrained dirt in the webbing that you can’t get off and will add some light wear spots too.
- Make sure you’ve put dubbin or some other waterproofing on your boots – no “virgin” boots to be seen!
- Camo HBTs will be well-worn by the stage of the breakout from Normandy – they should be creased, dusty and dirty with worn knees and elbows. Same goes for any combat uniform. Have a look at the photo below, taken on August 14<sup>th</sup>, almost two weeks before the time period we’re representing. Imagine what they’d look like 2 weeks later, before they turned the remaining Camo HBTs in and got back completely into the already-used Wool Trousers and M41/Tankers Jackets that they put away in their “A” Bags before Cobra...

Oh, and one other thing – don’t wear your Garrison Cap on the “front line” when wearing your combat uniform and equipment. It’s the M1 Helmet, the Helmet Liner, or the Wool Beanie/Watch Cap if for some reason you’re not wearing your Helmet. One of the most naffest re-enactorisms going is wearing a Garrison Cap in “combat”.



## Banned Items

If an item is not mentioned in the regulations above, assume that it is not allowed. If you are seen with any item not listed in the above regulations, it will be confiscated for the remainder of the event.

Although the list below is not exhaustive, these are some of the more common items of banned equipment seen:

- OD, tan or white T-Shirts. Any T-Shirt in fact....
- M-1944/B-8 Goggles
- HBT Caps (**ONLY to be worn by vehicle crews doing maintenance**)
- Modern-issue Highneck Wool Sweaters
- 3x30rnd Thompson Magazine Pouches (only used in WWII by the USMC)
- .45 Auto Shoulder Holsters (any type)
- M3A1 SMGs
- M1 Carbines with bayonet lugs or adjustable sights
- M2 Carbines
- 30 round Carbine magazines
- Ponchos (non-hooded and hooded)
- SOF-made or other bad repro M1A1 Bazookas
- Vietnam-era M1 helmets
- Euro-clone M1 helmets (UNLESS they have been viewed and approved beforehand)
- US-made "M1944" small-mesh with elastic retaining band helmet nets
- Large-mesh (vehicle net 2") helmet nets
- Post-war "NATO" tank crew helmets
- Unauthorised rank insignia
- Any unit patches other than 2<sup>nd</sup> Armored
- Non-WWII type 2<sup>nd</sup> Armd patches (with Hell On Wheels tabs, modern merrowed-edge or bullion or suchlike)
- Sunglasses (WWII type or modern)
- Modern spectacles (get some wartime-style ones or wear contact lenses)
- Modern jewellery and watches
- M43 "Double Buckle" Combat Boots, Paratrooper Jump Boots or High-Leg Boots
- Late-type M36 Suspenders, either the Reinforced ones or the ones with the big D-Ring (often called "M43 Suspenders")
- M36 Musette Bags with the E-Tool Tab on the flap
- Any US Army WWII Pack of any description other than M28 Packs, M36 Musette Bags, Lightweight Gasmask Bags or GP Ammunition Bags, as covered in the regulations
- Aviators Kit Bags
- Folding Cots/Beds
- Modern press-stud-together Pup Tents or any other non-WWII Pup Tent tentage.
- ANY Captured German items – In order to prevent the usual re-enactorisms, and given the miniscule percentage that you actually see in photos, we'll have a blanket ban on German kit: NO Stick Grenades, NO MP40 Pouches, NO Mess Tins, NO Belts, NO Holsters and NO to any other item of German equipment...!