

## CHAPTER 5. NIGHT SCOUTING

Night scouting presents many of the same problems encountered in day operations-such as cover, concealment, movement, and camouflage-as well as additional considerations. Knowledge of human eye construction and operation will enable maximum advantage under night conditions or poor visibility.

---

### 5001. NIGHT VISION

---

Certain parts of the eye correspond to parts of a simple camera (see fig. 5-1). The lens focuses light entering the eye similar to a camera lens. The iris (colored part of eye) corresponds to the diaphragm of a camera, opening and closing to regulate the amount of light entering the eye through the pupil. The retina corresponds to camera film. Light rays strike the retina, form an image, and cause an impression to be transmitted to the brain through the optic nerve. In a camera, the image is formed and fixed on film.

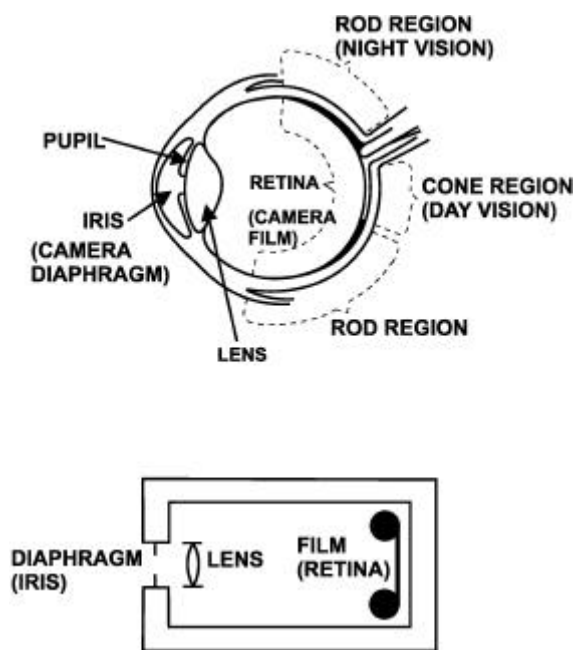


Figure 5-1. The Eye is Like a Camera.

The retina is composed of cone cells and rod cells, so-called because of their shapes. Cone cells distinguish color, shape, and sharp contrast. Because they are activated by light conditions, they are blind during periods of low illumination. Rod cells produce a chemical substance called visual purple that makes them active in darkness, low illumination or night

conditions. Rod vision distinguishes black, white, shades of gray, and general outlines.

### Principles

To effectively "see" at night, the principles of night vision dark adaptation, off-center vision, and scanning are applied.

### Dark Adaptation

Allowing the eyes to become accustomed to low levels of illumination is called dark adaptation. It takes the rod cells about 30 minutes to produce enough visual purple to activate them and enable the eye to distinguish objects in dim light. This may also be accomplished by staying in a red-lighted area, or by wearing red goggles for 20 minutes, followed by 10 minutes in darkness (which allows the pupils to open wide). This method saves valuable time by allowing Marines to be in a lighted area to receive orders, check equipment, or perform some other function before moving into darkness.

### Off-Center Vision

The technique of focusing on an object without looking directly at it is called off-center vision. When looking directly at an object, the image is formed on the cone region, which is not sensitive at night (see fig. 5-2 on page 5-2). When looking slightly to the left, right, above or below an object, the image is formed on the area of the retina containing rod cells, which are sensitive in darkness. The most sensitive area varies in individuals, but is usually found by looking 6 to 10 degrees away from an object; in effect, out of the corner of the eye (see fig. 5-3 on page 5-2).

### Scanning

Off-center vision used to observe an area or an object is called scanning. When using rod vision, the visual purple in the rod cells bleaches or blacks out in 4 to 10 seconds and the object observed disappears. As the visual purple in the rod cells in one area bleaches out, the eyes must slightly shift to use fresh rod cells. Eyes

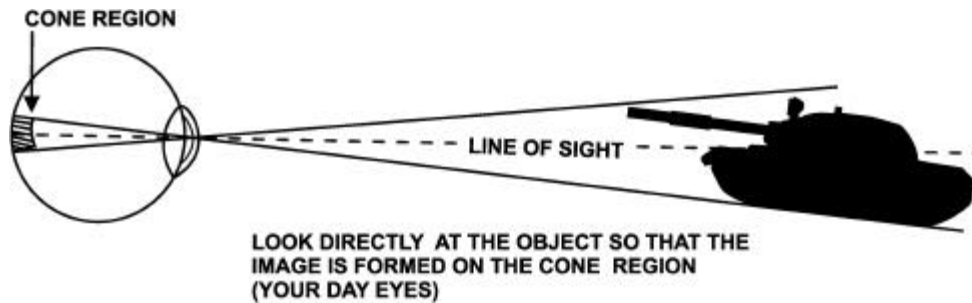


Figure 5-2. Day Vision.

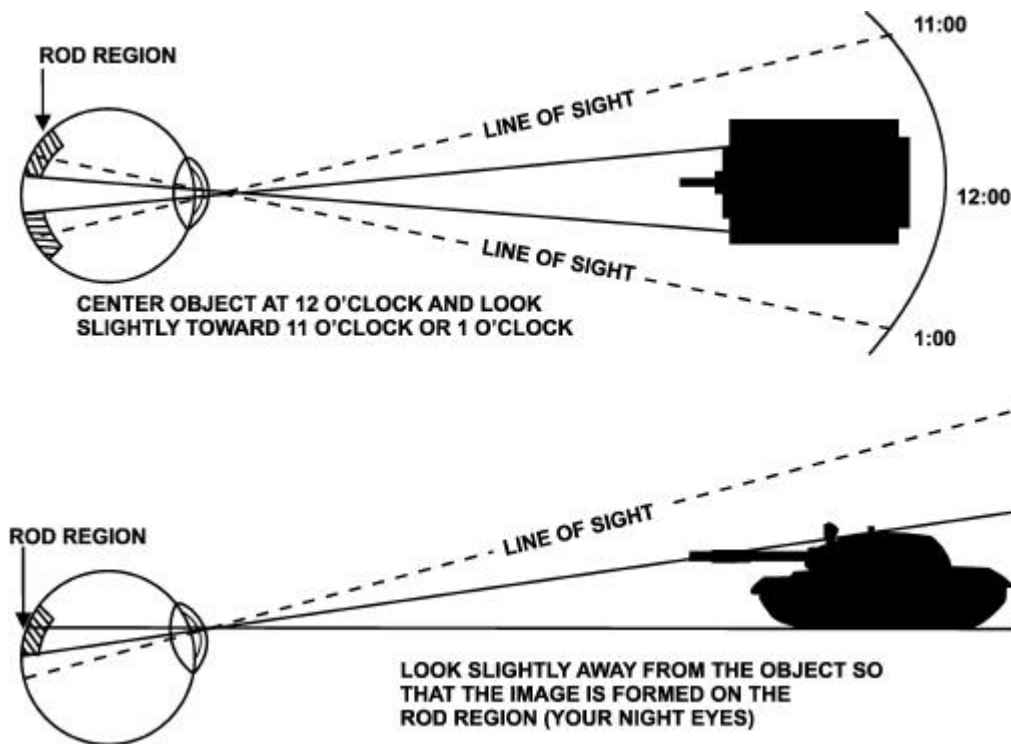


Figure 5-3. Night Vision.

should be moved in short, abrupt, irregular movements over and around the target (see fig. 5-4).

### Preserving Night Vision

Night vision is quickly destroyed if bright light is allowed to enter the eye. When entering a lighted area or when observing in a temporarily lighted area (illumination, flares), one eye should be closed and covered to preserve its night vision. When the light goes off, fades or the lighted area is exited, the night

vision retained by the protected eye enables it to see until the other eye adapts to the darkness. Red light helps preserve night vision, but like white light, it can be observed at long distances.

Factors that decrease night visual acuity include fatigue, lack of oxygen, long exposure to sunlight, alcohol, nicotine (within the past 48 hours), and age. When night vision has been attained, straining will not improve effectiveness; however, practice identifying objects at night will improve perception.

---

## 5002. APPEARANCE OF OBJECTS

---

Darkness not only makes objects difficult to see but also changes their appearance, distorts size, and blots out details. A tree visible against the night sky appears smaller than in the daytime because the twigs at the end of branches cannot be seen. A scout must train to identify objects by block outlines at night and cannot rely on details visible in daylight. Binoculars enlarge objects or parts of objects otherwise too small to be seen and help identify objects already spotted. Night observation devices increase night visibility and should be used whenever possible.

---

## 5003. SOUNDS

---

At night, sounds become very important. By listening, a scout gains information about the enemy and by exercising care, keeps information from the enemy. A scout stops frequently to listen. Scouts must listen for long periods in perfect silence. Hearing is amplified with the mouth open; removing the helmet will reduce

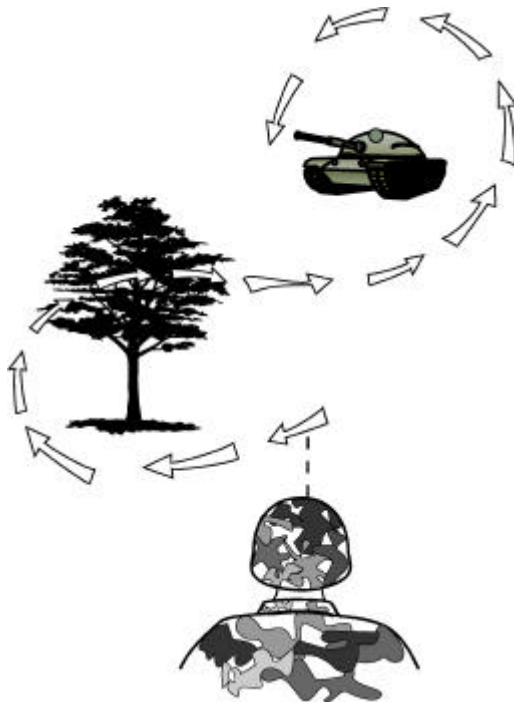


Figure 5-4. Scanning

sound distortion. Sounds are transmitted a greater distance in wet weather and at night than in dry weather and in the daytime. By holding the ear close to the ground sounds of people walking and vehicles moving can be heard. Sound travels approximately 370 meters a second. When a flash from a fired weapon is observed, the range to the weapons can be easily estimated by counting the time interval between the flash and hearing the report. For example, counting to three (one thousand one, one thousand two, one thousand three), indicates the distance is 1,110 meters. The cadence is determined by actual practice at known ranges.

---

## 5004. SMELLS AND TOUCH

---

A scout's sense of smell can warn of enemy fires, cooking, motor parks, gasoline and diesel engines, and bodies of water. A scout must feel and recognize objects in the dark, and adjust and operate equipment quietly by sense of touch.

---

## 5005. CLOTHING AND WEAPONS

---

All loose clothing must be secured (string or tape can be used) to prevent snagging on barbed wire, brambles, and brush. Helmet covers are worn to muffle sounds made by low branches.

The belt buckle should be turned around to the side in order to move in a prone position without scraping the buckle against stones or hard surfaces. Identification tags can be taped together to prevent rattling. Hands, face, and neck can be blackened so skin does not reflect light or appear as white spots in the darkness. (Refer to para. 4002.)

Scouts are normally armed with rifles. Rifle slings should be taped to prevent rattling. All weapons parts should be checked for glare elimination measures.

---

## 5006. CONCEALMENT

---

Although total darkness provides concealment, scouts must observe the same principles of concealment

during moonlight conditions as in the daytime. Scouts should assume enemy employment of night observation devices and observe the principles of night movement such that presence will not be disclosed by noise when close to the enemy.

---

### 5007. AIDS TO NIGHT SCOUTING

---

Aids to night scouting include the following:

- | Carry out scouting missions close to or within hostile positions on dark or rainy nights.
- | Stifle a threatening sneeze by pressing fingers upward against the nostrils.
- | Stifle a threatening cough by applying slight pressure with the finger on the Adam's apple.
- | Stop a ringing sound that interferes with hearing by yawning.
- | Speak softly rather than whispering if voice communication is necessary.
- | Move boldly and rapidly when taking advantage of any sound—such as shelling, rustling wind or distant firing—to push forward if firing is taking place.
- | Avoid shell craters and depressions in damp weather conditions if the enemy has employed chemical munitions.
- | Move the eyes constantly; concentrating on one object too long will strain them.
- | Take notice of the enemy's use of flares. When the enemy employs flares, few enemy patrols are apt to be out; when flares are not employed, the enemy's patrols are likely to be numerous.
- | Drop to a prone position upon hearing a flare being fired and before it illuminates. Remain motionless while it is burning. If open or moving when a flare bursts in the air, freeze or drop quickly in the split second after the flare illuminates while the enemy is blinded. You are an easy target for the enemy if the flare bursts in the air or on the ground behind you. Never look at a flare. If you activate a trip flare, drop to the ground and crawl away from the illuminated area.
- | Consider all patrols or individuals encountered as hostile until proven friendly. If encountering someone, crouch low, silhouetting the approaching person against the sky. At the same time, make

yourself an indistinct target in case the person encountered is an enemy.

- | Return fire only to avoid capture if fired on when close to enemy positions.

---

### 5008. AIDS TO NIGHT MOVEMENT

---

- | Aids to night movement include the following:
- | Move silently.
- | Advance in stealthy legs. Each leg should follow some terrain feature that serves as a guide. When there are no terrain features to serve as guides, move in a straight or nearly straight line from one defined point to another, or maintain direction by using a compass.
- | Avoid running, except in an emergency.
- | Take advantage of sounds that may distract the enemy.
- | Fall silently without making an outcry.

#### Walking

When walking at night—

- | Place the heel down first. Balance the weight of the body on the rear foot until a secure spot is found.
- | Lift the forward foot high to clear any stiff grass, brush, or other obstruction.
- | Continue to balance body weight on the rear foot, lower the forward foot gently, toe first, to explore the ground for objects that might make noise. Step over fallen logs and branches, not on them.
- | Lower the heel of the forward foot slowly; gradually transferring body weight to that foot.

#### Creeping

The low crawl and high crawl are not suitable at night when very near the enemy because an easily heard shuffling noise results. Creeping is the recommended method of movement:

- | Creep at night on the hands and knees.
- | Use your hands to feel for twigs, leaves or other substances that might make a noise. Clear a spot to place your knee. Keeping your hand at that spot,

bring your knee forward until it meets your hand. Then place your knee on the ground and repeat the action with the other hand and knee.



- 1 Lay the rifle on the ground at your side and clear an area for it. Lift the rifle up and move it forward. Movement is slow and tedious, since it must be done silently.



### Hitting the Deck at Night (Right-Handed Shooter)

To safely hit the deck at night from the standing position—

- 1 Advance your left leg, place the butt of the rifle in your right armpit with the hand remaining on the pistol grip, and grasp it with the right hand at the balance.
- 1 Quietly drop down on the right knee and left hand.



- 1 Move the left leg carefully to the rear, and then move the right leg to the rear.



- 1 Lie flat on the ground, or take up a firing position if necessary.



### Wire Obstacles

A mission often requires a scout to pass through and work behind enemy positions. To accomplish this, the scout must be able to quietly pass through enemy wire obstacles and cross trenches. Cutting a gap in wire is time-consuming. If possible, walk over the low bands of enemy wire and crawl under the high bands (see fig. 5-5). Avoid movement along wire barriers, as enemy



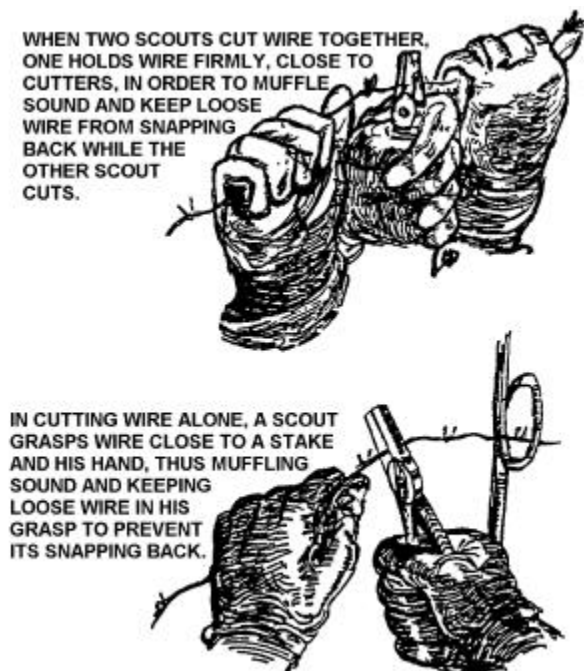
Figure 5-5. Crossing Wire Silently at Night.

covering fires are generally planned parallel to them to take advantage of canalization and enfilade fire.

To step over low wire at night, crouch low to view the strands against the sky. Grasp the top strand with one hand; with the other hand, reach forward and feel for a clear spot for foot placement without stepping on other strands or any object apt to make a noise. Raise the body up, still grasping the top strand of wire. To avoid catching the foot in another strand, lift the foot up and over, passing it close to the hand grasping the wire.

If a high wire obstacle is encountered at night and wire cutters are not available, pass under the wire with your back on the ground. Grasp the lowest strands in your hands and hold them clear of the body while you slide under them.

When cutting wire and working solo, cut a wire near a post (see fig. 5-6), then dispose of all but one loose end. Grasp the wire close to a post and cut between your hand and the post, muffling the sound and keeping the loose wire in your grasp. When cutting wire in tandem, one firmly holds the wire with the hands positioned close to the cutters, in order to muffle the sound and prevent the loose ends from flying back, while the other one cuts. In both instances, the loose ends of the wire are bent back to form a passage.



**Figure 5-6. Cutting Wire Silently at Night.**

Wrap a sandbag around the wire cutters and wire to deaden the sound.

Do not cut a complete gap in the wire; cut only the bottom wire(s). Leave the top wire(s) intact to lessen the chance of discovery by the enemy.

## Crossing Trenches

Before approaching a trench, wait outside the trench for awhile and listen. Do not enter or cross a trench near its junction with a communication trench. Crawl silently up to the edge of the trench and look into it. Remove all loose dirt and rocks from the edge. If it is a narrow trench, spring up and jump across, sinking quietly to the ground on the other side and remaining there a moment to listen before proceeding. If the trench is wide, climb silently and slowly down into it and out the other side, using the revetment for support (see fig. 5-7). Do not enter enemy trenches unless it is absolutely necessary in order to accomplish the mission. Ordinarily, work is better accomplished from outside the trench. Sentries usually pay more attention to sounds in front of them; therefore, if it is necessary to enter a trench, cross it first at the place where enemy observation is restricted, then approach from the rear.

---

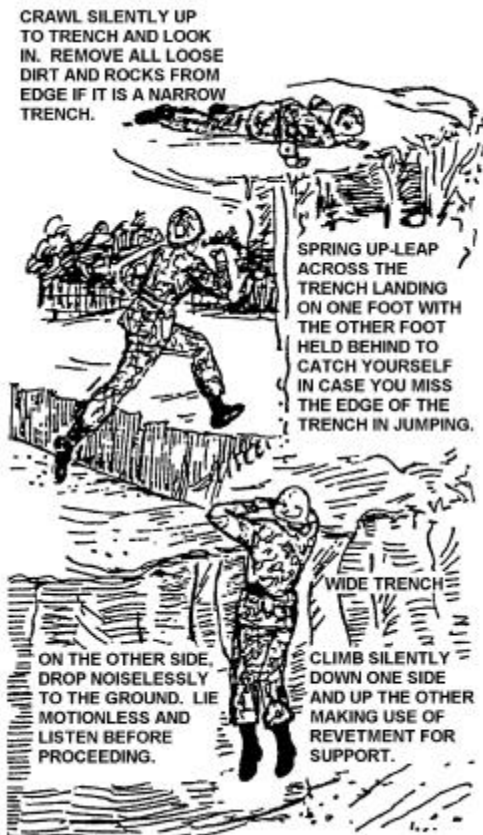
## 5009. LOCATING AND PLOTTING THE ENEMY AT NIGHT

---

For night work, a scout must understand the use of a lensatic compass. (Refer to para. 2002.) Using the lensatic compass, the scout can guide the platoon into position, locate adjoining elements of the command, keep direction when on patrol, determine the location of gaps in the enemy wire and the position of enemy out guards.

### Locating Gaps in Enemy Wire

When searching for gaps in enemy wire, at least two lensatic compasses are needed: one to register the gap in the wire and the other for navigation. When a gap in enemy wire is located, lie outside the gap, keeping a distance of 10 meters from the barbed wire. Sight with the lensatic compass on a prominent point on the skyline in line with the gap. In selecting the prominent point in the skyline, pick one that appears on the map (i.e., hill mass, house, road junction). If the only prominent point available is one not identifiable on a map (i.e., a tree, destroyed vehicle, enemy position),



**Figure 5-7. Crossing Trenches Silently at Night.**

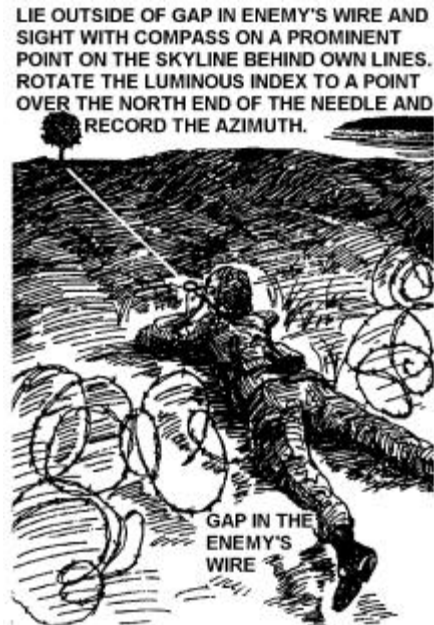
use it. The exact location of this point can be fixed the next day by visual reconnaissance of the area from an observation point. When the needle rests—

1. Clamp it in place by lowering the eyepiece to the closed position.
1. Rotate the movable bezel ring until the luminous line is directly over the north end of the needle. The azimuth of the gap from the prominent point is now registered.

The compass is carried back without further adjustment. The azimuth setting can be recorded later on a map (see fig. 5-8).

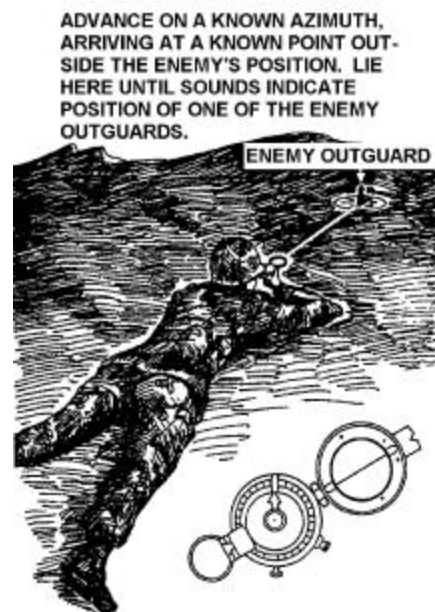
### Locating Enemy Out Guards

At night, locate enemy guards by their sounds and failure to maintain light discipline. As sounds of the enemy are heard, and/or observations of the enemy made, shoot an azimuth with one compass. When the needle comes to rest, clamp the compass by lowering the eyepiece to the closed position.



**Figure 5-8. Locating a Gap in Enemy Wire at Night.**

Note the time and nature of each sound, the estimated distance, and which compass was used to fix the location. Plot this data on a map then wait until the debrief to turn in the notes and compasses. See figure 5-9.

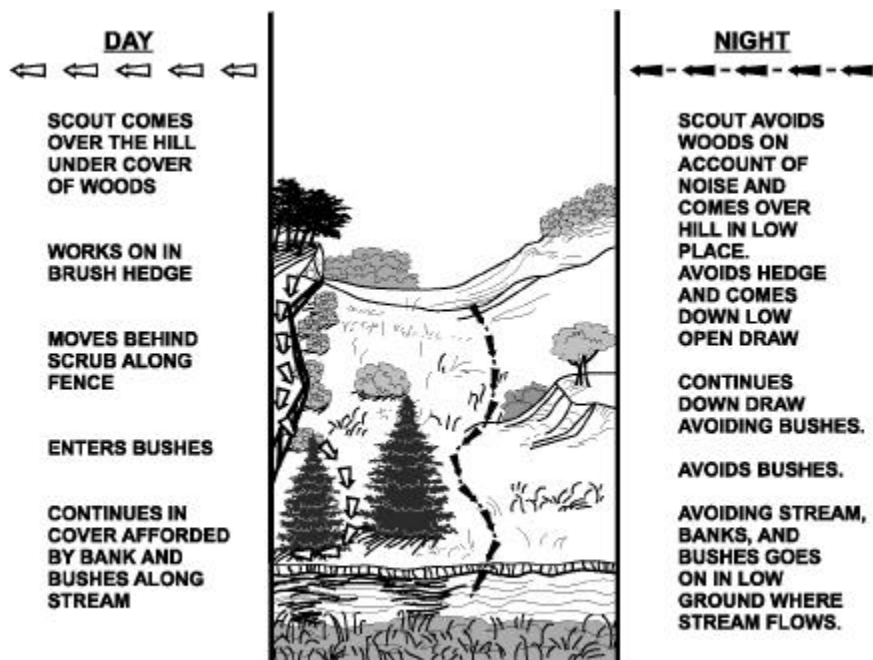


**Figure 5-9. Locating Enemy Outguards at Night.**

## 50010. ROUTES OF MOVEMENT

Prior to beginning a night missions, a scout studies the ground in detail from an observation point, air photos, and a map during daylight. The route of advance should be below the skyline. Avoid becoming a silhouette (see fig. 5-10).

Unless the moon is bright, avoid, if possible, passing through woods, ditches, ravines, and brush, because noises of movement may lead to discovery. If the enemy is known to have night observation device capability, avoiding these kinds of terrain may not be possible. To avoid enemy ambushes, return by a different route from the advance and change routes on successive nights.



When moving at night without a compass, use the stars and objects that appear silhouetted against the sky as your guide.

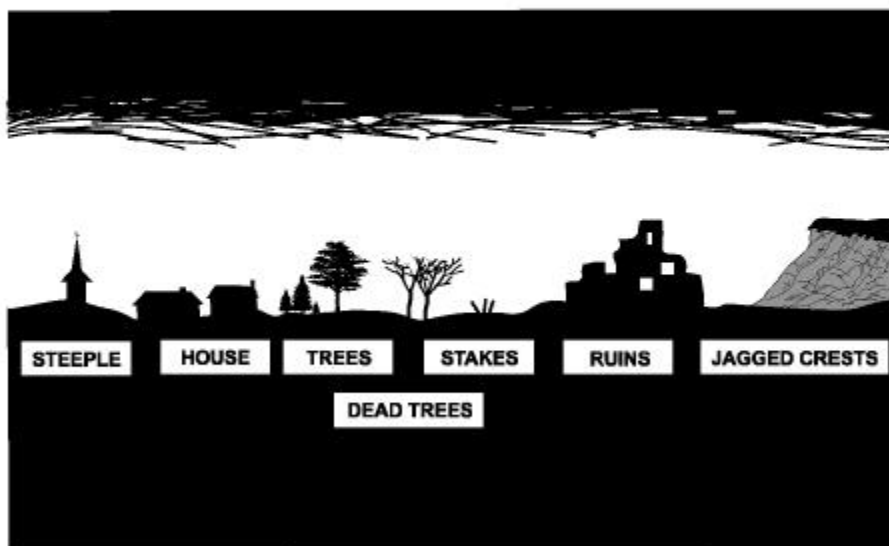


Figure 5-10. Difference Between Correct Routes by Day or Night.