

CHAPTER 4. DAYLIGHT SCOUTING

A scout must be able to operate in all types of terrain and under all conditions of visibility. He must be thoroughly familiar with the principles for using cover and concealment, camouflage, individual movement, and route selection, both to and from the objective.

4001. COVER AND CONCEALMENT

Cover is protection from the fire of hostile weapons. Concealment is protection from observation or surveillance from hostile air and ground observation, but not from hostile fire. Both cover and concealment are divided into two main categories: natural and artificial. Natural cover includes small hills, ditches, rocks or vegetation. Fighting holes, bunkers, and brick walls are examples of artificial cover. Some features, such as buildings, provide both cover and concealment. In deciding whether to seek cover or concealment, a scout must make the best choice to complete the mission (see fig. 4-1).

Concealment Principles

Concealment principles are as follows:

- 1 Remain motionless while observing. Anything in motion attracts the eye.
- 1 Use all available concealment.
- 1 Observe from the prone position (it offers a low silhouette and makes detection by the enemy difficult).
- 1 Expose nothing that reflects light.
- 1 Blend with the background because contrasting colors are noticeable.
- 1 Remain in the shade because moving shadows attract attention.
- 1 Distort or change the regular outline of objects. Most military objects have distinctive shapes that make obvious shadows and silhouettes.
- 1 Avoid the skyline. Figures on the skyline can be seen from great distances and are easily identified by their outlines.

Concealment Techniques

Concealment techniques are as follows:

- 1 When observing, the scout looks around an object's side (unless it is transparent) and prepares to fire, if



Figure 4-1. Correct Use of Cover.

necessary, around the side of or, if possible, through an object.

- 1 Looking or firing over an object can make the scout an easily visible target for the enemy. If the scout must fire over the top of concealment or cover, the outline of the head or helmet should be broken or distorted.
- 1 Upon the approach of an airplane, the scout takes a prone position, turns face-down, and remains motionless. If surprised by an airplane, the scout remains in place and does not look up.

- ┆ The scout covers exposed body parts such as the face, back of the neck, and hands with grease paint, mud or other materials to reduce sun reflection.
- ┆ Camouflage for equipment can be improvised from garnishing or sandbags to prevent sun reflection.
- ┆ In snowy terrain, white overgarments are worn.
- ┆ The helmet cover outline should be distorted.

4002. CAMOUFLAGE

Camouflage is the use of concealment and disguise to minimize the possibility of detection and/or identification of troops, material, equipment, and installations. The purpose of camouflage is to provide concealment of military objects from enemy observation. Camouflage is also used to conceal an object by making it look like something else. A scout's mission usually requires individual and equipment camouflage. If natural camouflage is not adequate, the position is camouflaged. In using camouflage, remember that objects are identified by their form (outline), shadow, texture, and color. The principal purpose of camouflage in the field is to prevent direct observation and recognition.

Individual Camouflage

Successful individual camouflage involves the ability to recognize and take advantage of all forms of natural and artificial concealment available (vegetation, soil, debris, etc.) and knowledge of the proper use of artificial camouflage materials.

Aids to Individual Camouflage

A scout must recognize the terrain's dominant color and pattern and must change the appearance of clothing and equipment accordingly in order to blend and not contrast with the terrain (see fig. 4-2).

The helmet is camouflaged by breaking up its shape, smooth surface, and shadow. Use of a helmet cover works best. In the absence of a helmet cover, mud can be irregularly blotched on the helmet to disguise its form and dull the surface. A helmet cover may be improvised from irregularly colored cloth or burlap to blend with the background. Foliage can be draped to prevent the visor of the helmet from casting a dark shadow across the face. Foliage should not stick up like plumes because any head movement will give away the position.

A small, thin bush in the shadow of a large bush makes a good observation point. Lone trees, rocks, fence corners, and outstanding landmarks are easily picked up by the enemy as obvious observation posts.

If camouflage clothing is not available, other available clothing can be attached in irregular splotches of appropriate colors.

Exposed skin reflects light and attracts the enemy's attention. Even very dark skin will reflect light because of its natural oil. The buddy system is recommended when applying camouflage. Standard Marine Corps issue camouflage face paint sticks are two toned:

- ┆ Loam and light green for light-skinned troops, in all but snow regions.
- ┆ Sand and light green for dark-skinned troops.
- ┆ Loam and white for troops in snow-covered terrain.

Shiny areas (forehead, cheekbones, nose, and chin) are painted with a dark color. Shadow areas (around the eyes, under the nose, and under the chin) are painted



Figure 4-2. Avoid Contrasting Backgrounds.

with a light color. Skin that is exposed on the back of the neck and hands is painted with a two-color combination in an irregular pattern (see fig. 4-3).

When standard issue face paint sticks are not available, burnt cork, charcoal or lamp black can be used to tone down exposed areas of skin.

Mud is used only in an emergency because it changes color as it dries and may peel off, leaving the skin exposed. Since mud may contain harmful bacteria, mud should be washed off as soon as possible.

Any equipment that reflects light should be covered with a nonreflective material that aids in the concealment of the weapon (for example, black electrical tape or mud). The straight line of the rifle or other infantry weapons may be very conspicuous to an enemy observer. The barrel and hand guard should be wrapped with strips of contrasting colored cloth or

tape to break the regular outline. Mud or dirt dulls the reflecting surface of the stock, barrel, and bayonet where coloring has been worn. Lamp black may also be used on metal parts. The function of the weapon must not be impaired.

If time, material, and surroundings permit, a ghillie suit should be constructed. (Refer to MCWP 3-15.3, *Scout Sniping*.)

Aids to Camouflage a Position

To successfully camouflage a position, the scout must remember to—

- 1 Camouflage the position as soon as it is occupied.
- 1 Avoid using too much material for camouflage. Even though natural materials are used, too much may make the object and its shadow stand out from its surroundings, thus attracting the attention of a hostile observer.
- 1 Inspect completed camouflage work from the enemy's point of view to check effectiveness.

Continuous Camouflage

Camouflage around and on the scout's position must be maintained in a fresh condition as wilted and dead foliage can give the position away. If the mission dictates that the position should be occupied for longer periods, wilted foliage should be replaced during periods of reduced visibility.

4003. INDIVIDUAL MOVEMENT

Principles

The principles of individual movement are as follows:

- 1 Scouts move from one concealed position to another. When not changing positions, they remain motionless.
- 1 The scout's head is lifted slowly but steadily, without abrupt movements, to search for a new position.
- 1 Scouts select the next stopping place before moving and ensures it is not contained by the enemy.
- 1 Scouts change position on the run: springs up, runs with the body bent low, zigzags, quickly drops to the ground slightly to the right or left of the objective, then rolls or crawls to the desired position.



Figure 4-3. Face Camouflage.

(Remember the phrase, “I’m up—he sees me—I’m down.”)

Rushing

When starting from the prone position—

- 1 Raise the head slowly and steadily and select a new position.
- 1 Lower the head slowly, draw arms inward, cock right leg forward, and prepare to rush.
- 1 Use one movement to raise the body by straightening both arms.
- 1 Spring to your feet, stepping off with the left foot.
- 1 Bend forward as low as possible when running. Never advance directly to the next position; always zigzag.

When hitting the deck—

- 1 Stop.
- 1 Plant both feet in place.
- 1 Drop quickly to the knees and slide the hand to the heel of the rifle.
- 1 Fall forward, breaking your fall with the butt of the rifle. (To confuse the enemy, roll over after hitting the deck and roll into firing position with feet, knees, and stomach flat on the ground.)
- 1 Keep head down if you do not intend to fire.

When rolling over—

- 1 Hit the deck and assume the prone position.
- 1 Bring the rifle in close to the body, placing the rifle butt in the crotch.
- 1 Roll over swiftly to confuse any enemy observers as to final intended location. Never reappear at the same place you went down.

Low Crawl

The low crawl is used when—

- 1 Cover and concealment are scarce.
- 1 The enemy has good observation over the area in which the scout is moving.
- 1 Speed is not essential.

To perform the low crawl, keep the body as flat as possible against the ground. Grasp the rifle sling at the upper sling swivel. Let the balance of the rifle rest on

the forearm and let the butt of the rifle drag on the ground. Keep the muzzle off the ground.

To start forward, push arms forward and pull right leg forward. To move forward, pull with arms and push with right leg. Change the pushing leg frequently to avoid fatigue.

High Crawl

The high crawl is used when—

- 1 Cover and/or concealment are available.
- 1 Poor visibility reduces enemy observation
- 1 Greater speed of movement is required.

To perform the high crawl, keep body off the ground. Rest weight on forearms and lower legs. Cradle rifle in arms, keeping the muzzle off the ground. Keep knees well behind the buttocks to stay low.

Move forward, alternately advancing right forearm and left knee; then left forearm and right knee.

Movement Aids

Aids to movement include—

- 1 Carrying only necessities. Additional weight causes premature fatigue and impedes free movement.
- 1 Not disturbing birds or animals whose flight would betray your presence. If birds or animals are alerted, remain motionless under cover for a few minutes, as the enemy’s attention may also be attracted.
- 1 Moving during an incident that diverts attention, such as an airplane flight, a distant disturbance or sudden bursts of fire.
- 1 Fog, smoke, or even light haze offer concealment for movement; however, the enemy may have thermoimagery and night vision devices. Therefore, darkness and smoke cannot be used as easily.
- 1 Following a stream or road by staying as far away from them as possible while still keeping them in sight. Keep close to the dune line when moving along a beach.
- 1 When moving through tall grass or similar growth, move when the wind blows, changing direction frequently. A straight route will be more readily noticed.
- 1 Whenever possible, avoid areas of soft ground so as not to leave tracks.

- When crossing a road or water obstacle, choose crossing sites where the enemy's observation is restricted (an area in shadows or near a bend) and cross rapidly.

4004. ROUTE SELECTION

Prior to Movement

A scout and the immediate commander conduct a map reconnaissance before starting on a mission. This assists them in selecting the route according to available cover and concealment and any indicated enemy activity.

Prior to and during the course of the mission, move to an observation point to visually reconnoiter the terrain for movement and select the tentative route. It may be necessary to make wide detours around open spaces or those containing enemy patrols or other enemy activity.

Carefully study the country to be traversed and pay close attention to the general features, streams, ridges to be crossed, and their relation to the general direction to be taken (see fig. 4-4).

Make notes of terrain features and landmarks along the proposed route and rely on notes for guidance (see fig. 4-5 on page 4-6). Additionally, determine the compass direction and readings for each change of direction at the start. Finally, learn the location of unit boundaries and observation/listening posts as well as general location of other friendly or scouting parties. Be sure to avoid man-made and natural obstacles as they will slow progress and overall success of the mission. If possible, use the local populous as a source of intelligence. When returning to friendly lines, avoid using the same route.

En Route

En route, the actual advance will be a series of movements from one observation point to the next. The distance and route will depend on cover and terrain. Assess the cover, terrain, and any enemy or civilian activity to determine whether or not to modify the approach or return routes. Unless the mission requires it, avoid danger areas (for example, houses, villages, potential assembly or bivouac areas, roads, and streams) that may give away your position by being

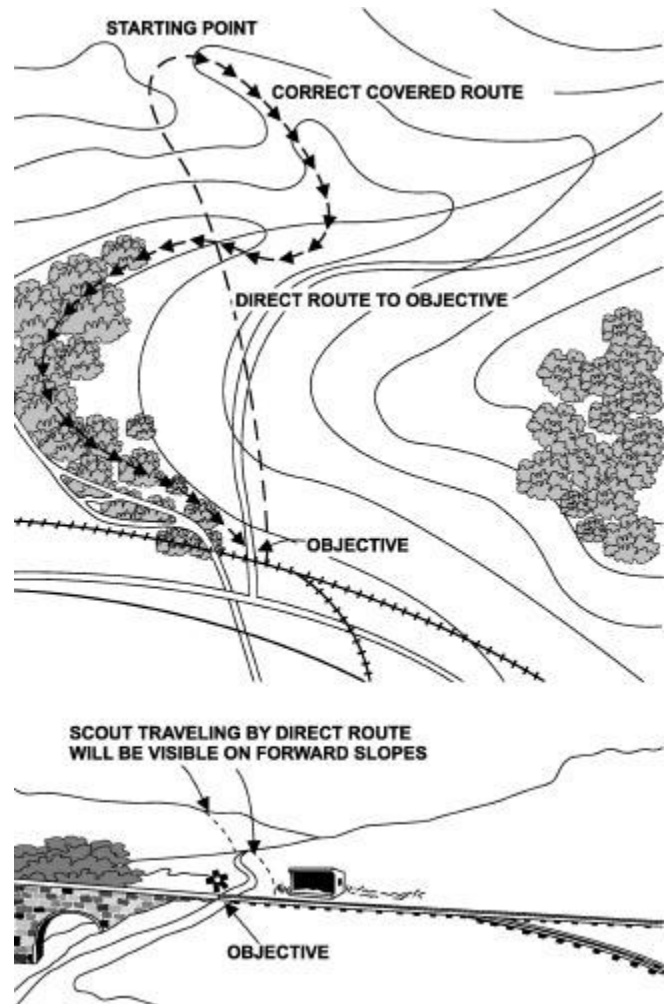


Figure 4-4. Choosing a Concealed Route of Advance from a Map.

observed by the enemy. When required to reconnoiter danger areas, choose a covered approach and return, and make entry or passage as quietly and quickly as possible. If part of a larger effort, the approach and return should be covered by observation and fires of the other members of the scouting party or patrol.

Stream Crossings

When the crossing does not appear to be held by the enemy, advance upon it rapidly. If there are two or more scouts, one crosses while the other(s) provide protection. Note the length, width, depth, and approaches to a crossing. Observe the condition of the road or trail that crosses the stream, and report on the suitability of the crossing for use by tracked and wheeled vehicles. If the crossing is under observation by enemy, seek another crossing site or dash across to avoid detection.

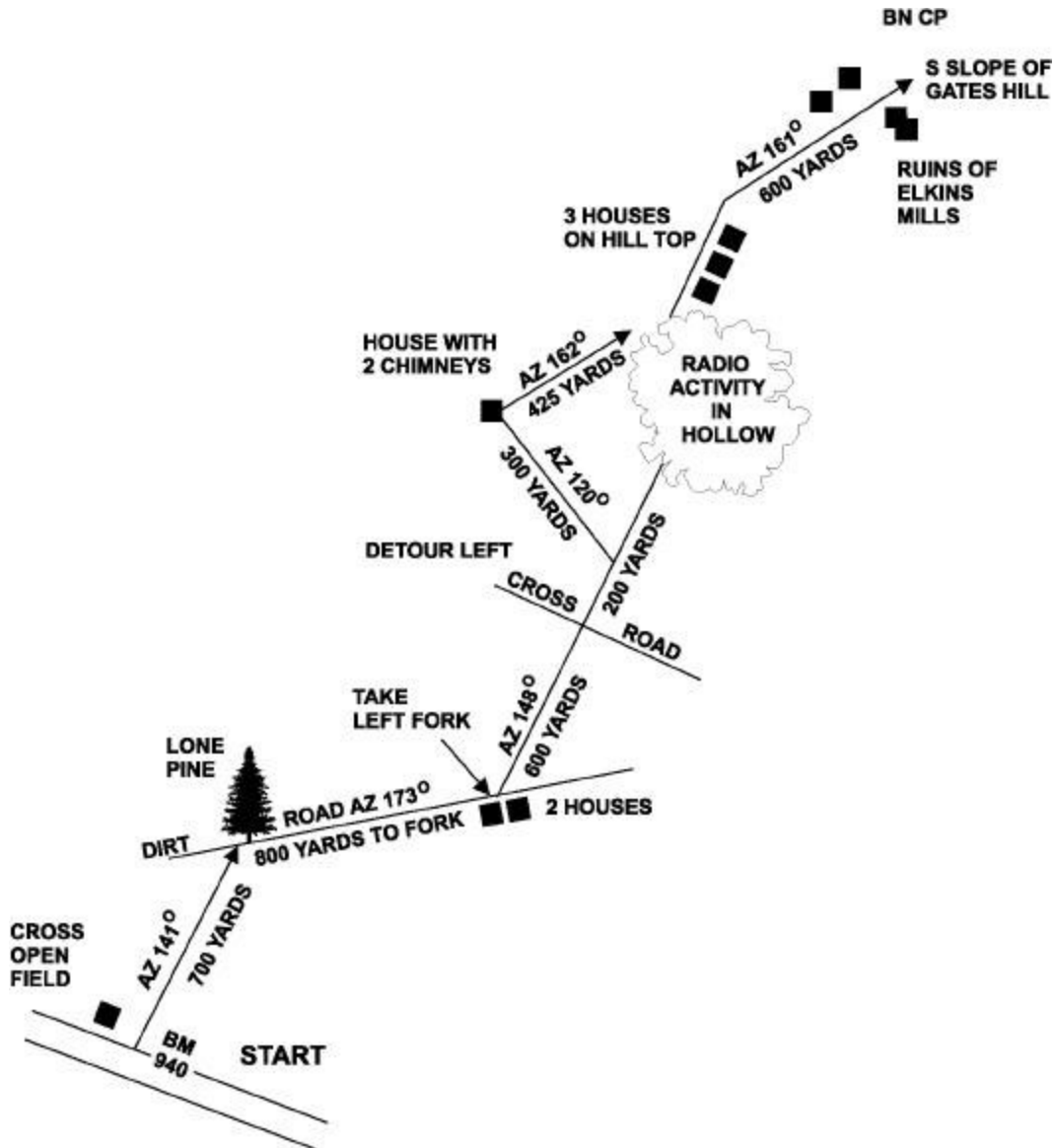


Figure 4-5. Proposed Route Sketch.