

OBSTACLES, MINES, AND DEMOLITIONS

Obstacles and mines are used extensively in combat in built-up areas to allow the defender to canalize the enemy, impede his movement, and disrupt his attack.

Section I. OBSTACLES

Obstacles are designed to prevent movement by personnel, to separate infantry from tanks, and to slow or stop vehicles.

C-1. TYPES

Antipersonnel mines, barbed wire, booby traps, and exploding flame devices are used to construct antipersonnel obstacles (Figure C-1, page C-2). (See FM 5-25 for more detailed information.) These obstacles are used to block the following infantry approaches:

- Streets.
- Buildings.
- Roofs.
- Open spaces.
- Dead space.
- Underground systems.

a. The approval authority to booby trap buildings is the Corps commander; however, this authority may be delegated to brigade level. (See FM 20-32 for more information.)

b. The three types of obstacles used in defensive operations are protective, tactical, and supplementary.

(1) Protective obstacles are usually located beyond hand-grenade range (40 to 100 meters) from the defensive position.

(2) Tactical obstacles are positioned to increase the effectiveness of the friendly weapons fire. The tactical wire is usually positioned on the friendly side of the machine gun FPLs.

(3) Supporting obstacles are used to breakup the pattern of tactical wire to prevent the enemy from locating friendly weapons.

c. Dead space obstacles are designed and built to restrict infantry movement in areas that cannot be observed and are protected from direct fires.

d. Antiarmor obstacles are restricted to streets (Figure C-2, page C-4).

