

Breaching Obstacles and Trenches



Trench

General: In general, the receiving installation will designate a location or area on the DMPRC where they would like these Breaching Obstacles and Trenches constructed. The optimum configuration is for the Breaching Obstacles and Trenches to be placed in an area downrange relatively free of other targets to allow for freedom of movement by dismounted forces and also to allow the possibility of employing explosives without damaging nearby target emplacements. See the file CD-11 in the appendix of this document.

Site Investigations: Site development of the range requires site-specific analysis and evaluation, such as topographic surveys and subsurface investigations, in order to achieve realism with minimal site disturbance. The goal is to maintain a natural terrain while incorporating the obstacles and trenches needed for realistic training.

Breaching Obstacles: An enemy Breaching obstacle is employed to disrupt, fix, turn, or block movement by an advancing force. Breaching obstacles on the DMPRC should be placed within the first 1000 meters from the baseline to simulate the forward edge of the engagement area and tied into natural terrain features that the advancing forces would likely encounter in a hostile environment. Breaching obstacles should be placed between two course roads to allow for maximum use of terrain and for dismounted forces to be able to attack from either or both sides.

Trenches: Trenches are usually found connecting firing positions and overlooking obstacles. Trenches should zigzag and ideally each section should be 100 meters long with a bunker situated at one end or in the middle. Trenches on a DMPC should be placed with the Breaching obstacles and then again between 2500 and 3000 meters depending on terrain and nearby target layout. Trenches should be placed between two course roads to allow for maximum use of terrain and for dismounted forces to be able to attack from either or both sides.