

*Don't get  
killed by*

**MINES**

**AND**

**BOOBY**

**TRAPS**

## CHAPTER ONE

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# WHY LEARN ABOUT MINES AND BOOBY TRAPS?

*Because  
they KILL!*

Mines and booby traps are not placed by magic; they are placed by the enemy or our own troops. They were once safe to handle, and they are always made unsafe by somebody doing something to them—removing the safety pin or compressing and latching a spring. A soldier who has had a little experience with mines can always find a way to return them to their original, safe condition.

Veterans returning from overseas say that all soldiers (yes, even WAC's) should be taught how mines work, how to identify them, and what measures to take against them.

This pamphlet is to give you something to read and study before going into territory previously occupied by the enemy. It will acquaint you with various types of mines used, how they are used, where they are used, and what to do about them.

The material for this pamphlet is taken from FM 5-31, Land Mines and Booby Traps, which should be referred to for further information on this subject.

**DON'T BE CARELESS**



**WATCH YOUR STEP!**

**DON'T BE CURIOUS**



**CURIOSITY KILLS MORE THAN CATS**

**DON'T BE A SOUVENIR-GRABBER**



**BE SMART—LEAVE 'EM ALONE**



DON'T BE FOOLHARDY



FOOLS RUSH IN, BUT ONLY ONCE

## CHAPTER TWO

# WHAT ARE MINES?

*They hidden  
are  
DANGER!*

**ANTITANK MINES**  
are explosives that  
**STOP VEHICLES**



**ANTIPERSONNEL MINES**  
and **BOOBY TRAPS**  
**STOP PEOPLE**



A booby trap is an explosive charge arranged so any disturbance of a seemingly harmless object sets it off. Booby traps may be prepared charges or antipersonnel mines and are used to delay, demoralize, and produce casualties.

The booby trap differs from the antipersonnel mine only in the employment by the enemy. Antipersonnel mines serve a tactical use while booby traps are used principally to scare, harass, and demoralize all our troops in captured territory. The booby trap can be quickly constructed and set up in any number of ways limited only by the ingenuity of the person setting the trap. The enemy has booby trapped practically everything including their own dead and even tombstones on our dead. The enemy has used almost every known type of ordnance equipment for booby trapping including land mines, grenades, aerial bombs, artillery shells, and weapons. The enemy preys especially on the souvenir hunter. Some ingenious booby traps include double bottom trunk, tobacco tins, parasols, ping pong balls, pistol disguised as a cane, pistol disguised as a fountain pen, devices using flashlights, devices using a pipe and devices using matchboxes. All enemy ordnance should be left mostly alone, except for marking its location and reporting it to your commander.

## CHAPTER THREE

# WHAT SETS THEM OFF?

# *YOU DO!*

## HERE'S *HOW*...

A mine or booby trap is set off by a fuze. When an outside force acts on the fuze, it fires the explosive in the mine. You apply the force in the following ways:

you step on 'em



you drive over 'em



... and set off a pressure fuze. The pressure causes a striker pin to hit a percussion cap; this causes the cap to go off, exploding the mine.

## YOU *PULL* THINGS



... and set off a pull fuze. There are two common types of pull fuze.

It may be a **PERCUSSION** fuze. The pull on the wire releases a spring-driven striker pin which hits and fires a percussion cap.

It may be a **FRICTION** fuze. A pull creates friction (like striking a match), causing a flash which fires a cap.



YOU **LIFT** THINGS



... and set off a **PRESSURE-RELEASE** fuze. Taking the weight off a release plate causes a spring-driven striker to hit and fire a percussion cap.

YOU **CUT** THINGS



... and set off a **PULL** or **TENSION-RELEASE** fuze. A striker pin held back by a taut wire is released when the wire is cut or pulled, setting off a percussion cap.

YOU **MOVE** THINGS



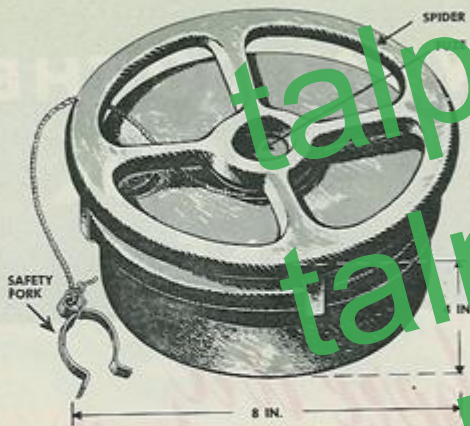
... and complete **ELECTRIC CIRCUIT** to fire an electric cap, setting off main charge.

## CHAPTER FOUR

WHAT DO THEY  
**LOOK**  
LIKE?

*here are  
a few-*

## U. S. ANTITANK MINE M1A1



This mine is the standard US antitank mine. It weighs about 11 pounds, of which 6 pounds are TNT. A pressure of 500 pounds on the fuze or 250 pounds on the edge of the spider fires the mine.

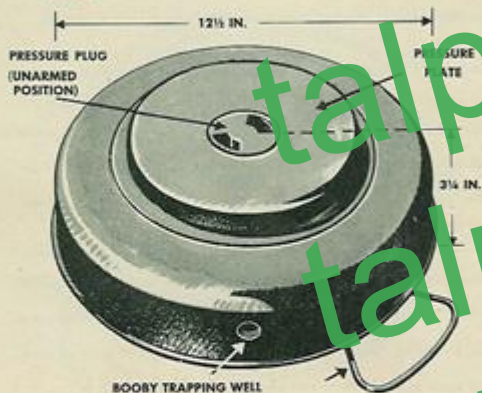
To assemble the mine, remove spider and place fuze in cavity of mine body. Hook the two legs of spider under rim, pass other two legs through notches, and turn spider one-eighth of a turn.

To lay and bury the mine, first remove safety fork and place mine in a cover. Then place mine in hole and fill in so top of spider is at least one-quarter inch above original ground level. Replace sod and complete camouflage. If mine is buried with spider down, upper surface should be not more than 1 inch below ground surface.

To disarm the mine, cut away cover to reveal fuze; then, if fuze is damaged, replace safety fork, check for booby traps and lift mine. If safety fork does not go on easily, do not force it or remove mine by hand. Instead, attach a 50-yard length of rope or wire, drag mine to safe place, and destroy with explosive.



## U. S. HEAVY ANTITANK MINE M6



The American heavy antitank mine is the answer to the enemy's use of the heavy tank. The mine weighs 20 pounds of which 12

pounds is explosive. A weight of 300 to 400 pounds on the pressure plate fires the mine. There is a booby-trap well on the side and one on the bottom for anti-lifting devices.

To arm the mine, unscrew and remove the pressure plug on top and inspect the fuze well to make certain it is free of foreign matter. Remove the safety fork from the fuze and then insert it in the fuze cavity. Replace the pressure plug with the side up that reads, **ARMED, THIS SIDE UP.**

To disarm the mine, unscrew and remove pressure plug, then withdraw fuze and replace safety fork on fuze. Carry mine and fuzes separately.

