

B24.7 CLEARING OBSTACLES

	Declared	Start Location	Execution	Hazardous Movement	Status	Clearance Attempt	Other Methods
Mines B24.73	Own MPh	In or adjacent	May not have fired. If adjacent must use all MF to enter hex.	No	TI	Own CCPh, place TB.	Set DC (B24.75), FFE (B28.62), Flail Tank (B28.7), or Trail Break (B28.72)
Wire B24.73	Own PFPh Enemy MPh	In the hex, under the wire.	May not have moved/fired.	No	TI	Own or enemy CCPh.	DC KIA (B25.51, FFE KIA (B25.52, Fully Tracked AFV (B25.53.
Roadblock B24.76	Own MPh Enemy MPh	Adjacent to Roadblock hexside	May not have moved/fired.	Yes	TI	Own or enemy CCPh.	HE/DC KIA (B29.5)
Rubble B24.71	Own MPh	In or adjacent	May not have fired. If adjacent must use all MF to enter hex.	Yes	TI	Own CCPh, place TB.	
AT Ditch B27.56	NA	NA	NA	NA	NA	NA	FFE 150mm + replaces with shellholes (B2.1)
Jungle G2.7	Own PFPh or Enemy DFPh	In the hex.	Only 1 MMC, Unpinned, unentrenched, may not have moved/fired.	Yes, and lax	TI	Own or enemy CCPh. Place TB.	
Bamboo G3	Own PFPh or Enemy DFPh	In the hex.	Only 1 MMC, Unpinned, unentrenched, may not have moved/fired.	Yes, and lax	TI	Own or enemy CCPh. Place TB.	
Panji G9.7	Own PFPh or Enemy MPh. Declare hexide to be cleared.	In the hex, under the Panji.	May not have moved/fired.	No	TI	Own or enemy CCPh. Change hexside to uncovered	HE/DC KIA (G9.72), AFV/Dozer (G9.73).