

CHAPTER 7

- May have underwater escape hatch.
- Will have air vents.
- May have disguised entrances such as religious shrines; or entrances may be concealed under huts, haystacks, or trapdoors which blend with the terrain. Entrances may be mined or booby trapped.
- Cache tunnels and spider trapholes - -
 - Generally are located in difficult terrain, are well concealed, and are accessible only by foot.
 - May be guarded.
 - May be short and include false connecting tunnels.
 - May be built in the side of a hill.
- Fortified tunnels - -
 - Generally are detailed and complex.
 - May have connecting tunnels with an excess of 1 meter overburden.
 - May have reinforcing timbers.
 - May have firing positions and bunkers located tactically to support one another mutually, and be well fortified against small arms and indirect fire.
 - May afford at least minimum protection against heavy artillery and air bombardment.
 - Generally will be defended.

Tunnels must be searched for intelligence information. The area around the tunnel complex should be secured and defended during search and destruction operations.

- Flush tunnel first. Use power-driven blowers to force smoke into tunnels to neutralize insurgents in the tunnels. Smoke will rise through additional openings, giving estimates as to length, direction, air vents, and exits.
- Flush tunnel clear of smoke prior to entering.
- Use small, lithe, adventurous individuals to form tunnel search teams.
- Use the buddy system for search teams.
- Utilize wire communications between search team and surface.
- Equip search team with small, preferably .22 caliber, pistol; bayonet;