

Anti-Vehicle (Anti-tank) Mines

by

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Topics Covered

- Philosophy
- Engineering
- Impact on Non-Combatants



Mine Classifications

- Classified by target:
 - Anti-Vehicle
 - Anti-Helicopter
 - Anti-Personnel

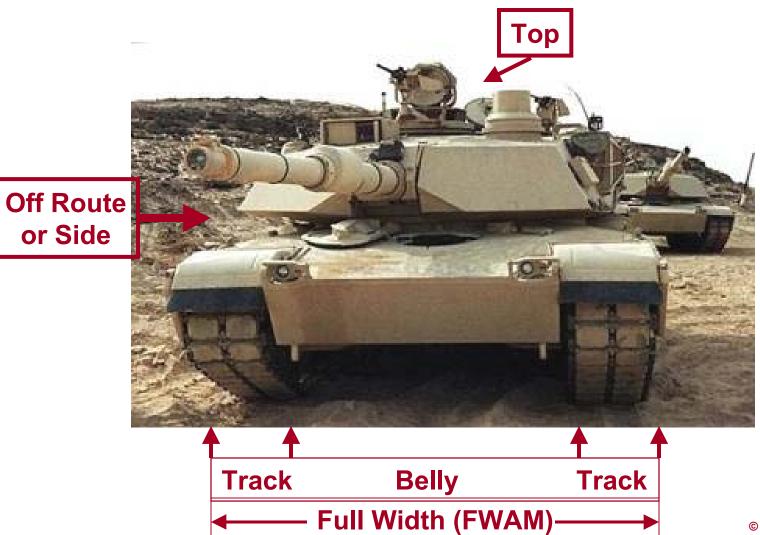


Philosophy - AV/AT Mines

- Hit the weakest point
- Aim for Total Kill
 - Mobility Kill (Driver, Tracks or Engine)
 - Weapons Kill (Turret Crew, Optics or Gun)
 - Total Kill



Areas of Attack



or Side



ATTACK CONSIDERATIONS



Sub-Turret Attack



Types of AV/AT Mine

- Pattern
- Scatterable
- Side Attack or Off-Route
- Area Defence



Mine Components

- Warhead
- Fuze
- Sensor
- Power Source
- Safety and Arming Unit



Warhead Types

- Blast
- Shaped Charge (HEAT)
- □ Explosively Formed Projectile (EFP)
 (sometimes referred to as Self Forging Fragment (SFF))



Patterned Mines

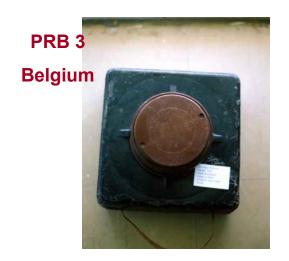
- Normally blast mines.
- Laid in patterns to reinforce natural obstacles.
- Laid buried at fixed spacing.





Typical Blast Mines









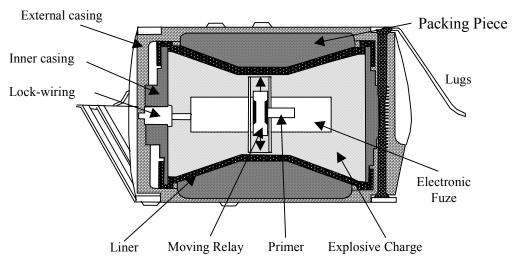


Scatterable Mines

- Laid remotely and quickly.
- Situation or target orientated.
- Can be used to disrupt known key locations.
- Surface laid.
- Small and light, therefore Belly Attack Mode.
- Need sophisticated fuzes.



Typical Scatterable Mine







Scatterable Mine Systems









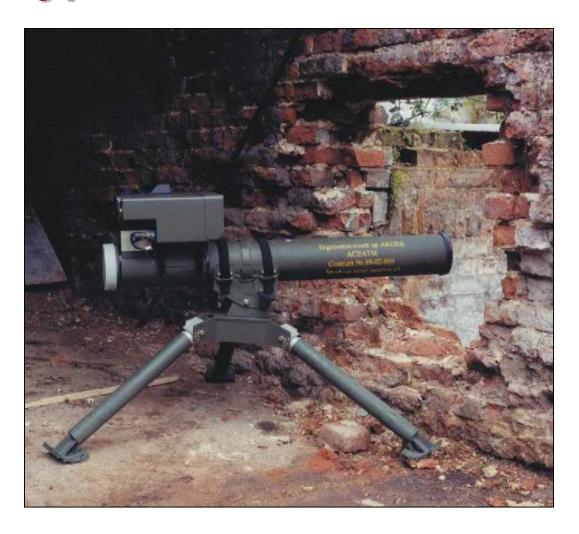


Side Attack

- Designed to dominate an area of ground.
- Usually based on light anti-tank rockets.
- Sophisticated sensor package.
- Effective range of 100m.



Typical Side Attack Mine

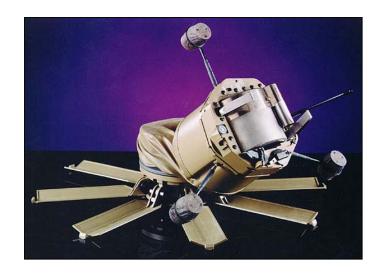




Area Defence Weapons

- Cover both azimuth and area.
- Top attack munitions.
- Now in production.
- US Wide Area Munition "HORNET".







Target Emissions

Infra-red / Heat

Magnetic field



Seismic vibrations

Ground pressure



Direct Fuses

- Pressure Activation Springs
- Pressure Activation 2 & 3 Impulse
- Pressure Activation Hydraulic
- Trip Wires
- Break Wires
- Mechanical (Tilt Rod / Castor)



Pressure Fuses

- First generation.
- Double/Triple Impulse designed to defeat "Roller" counter-measures.
- Used in Blast AT Mines only.
- Track Attack Mode.
- Pressure required to activate is variable.



Tilt Fuses

- Belly Attack Mode
- Tilt
- Mast and Castor Wheel



Sensors

- Magnetic
- Acoustic
- Vibration / Seismic
- Infra-Red
- Milli-Metric Wave (mmW) Radar
- Scratch Wire



Power Source - Battery

- Battery design is the key.
- Requires up to 12 years "shelf-life".
- Must generate sufficient power at the right time.
- Must last for the "active" period.



Control of Minefields

- Your own minefield can become an obstacle to your own manoeuvre.
- International concern about collateral damage to non-combatants post-conflict.
- These have led to proposed technical solutions.



Control of Mines - Technical Solutions

- Self Neutralisation (SN)
 - For sophisticated and high value mines.
 - Allows recovery and re-use.
- Self Destruct (SD)
 - For those difficult to detect or clear.
- Remote Control
 - SN or SD can be achieved by time delay or remote control.



CONTROL OF MINES - TECHNICAL PROBLEMS

- SN and SD mechanisms add cost and complexity.
- Reduction of explosive content in same space.
- Reliable and secure communication link to the mine.



Future Developments

- Sensor Technology:
 - Detect targets at a distance
 - Distinguish between target types and nontargets.
 - Engage targets at greater distances, therefore less mines required.
 - Be selective about target attack.
- Integrated logic circuits



Impact on Non-combatants

- AV/AT Mines lethal to vehicles.
- AV/AT Mines lethal to farm equipment.
- AV/AT Mines deny access.
- In some theatres, AV/AT mines cause as many civilian casualties as AP mines.







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