

The foxhole, or fighting position, is the basic defensive position for the individual rifleman. Foxholes have been used for defense in war for a long time. They offer protection to soldiers, and easy access to supplies stored within during an encounter. They can be either one, two, or three-man fighting positions. (If you have more than three fighters, you make more than one position.) In my opinion, a foxhole or fighting pit differs from a spider hole. I know the mechanics are similar, the only difference, is that I believe a foxhole provides an in-depth ability. The type, size, and camouflage method will vary, depending on the terrain, intended use, and the local vegetation. Your foxholes should be positioned where there is a good view and field of fire, covering the area where the enemy is most likely to approach from, and / or travel past. Concealment is a secondary, but still very important consideration, as you would prefer to be able to shoot the enemy without them being able to see where you are shooting from (so they don't know which area to shoot back at). Your fighting positions can (and should) be built with adjoining shelters, trenches, or tunnels, to allow you to change positions (or escape), without exposing yourself to the enemy.

Two-man foxhole: Can be improved by adding overhead cover and camo. A sleeping trench with overhead cover can be constructed to the rear, so one man can sleep, while the other keeps watch. The basic ways that an armed group are most likely to attack a fixed position, such as your retreat, may include sniper attacks from a distance, rushing your retreat in vehicles for a fast attack, trying to creep up close to your position for a sneak attack, trying to lure you into an ambush using harmless or wounded-looking people (or children) as decoys, or trying to get close to your position using hostages, or human shields. They may also try to infiltrate your retreat with an innocent acting person who can then gather intel, attack you when you are off-guard, or open an access route for the enemy while you are asleep.

If the enemy has any military training, they may try a two-pronged assault, where they split into two groups. One group will shoot at your position to keep you occupied, as the other group advances toward your retreat, moving to a closer covered position. Then the second group attacks while the first group moves up. This way, they can get close enough to use grenades or fire-bombs, or rush your position all at once, for a fatal close-quarter attack. Less likely, but also possible, are attacks using stolen military grenade launchers or mortars. These are the kinds of dirty tactics you must be able to thwart.

You need to prepare yourself mentally and physically against the possibility of any of these types of attacks, so that you are not taken by surprise. People, who are intent on killing you, so that they can steal your retreat and supplies, will not fight fairly, and they will not abide any known laws governing the rules of war if you are defeated. If you aren't motivated to work up a defensive plan and build fighting positions, spend some time imagining yourself, friends and family at the mercy of an armed gang of escaped convicts, who think you have hidden supplies, and want to torture the info out of you.

If you are without a shovel have used rifle butts, sticks, flat rocks, or anything that I can find that digs faster than their fingernails. Even fingernails are used if that is all they have available. If nothing else, the items men have used to dig with in battle should leave no doubt to the importance of a hole to crawl into.

Step 1: First step: finding the right spot and have a plan

The most important aspect of a fighting position is that it must be well-positioned, to allow you to fire on the enemy, while staying concealed from view. You must be able to engage the intended enemy, and you should be able to fire out to the maximum effective range of your weapon with maximum view of the enemy, and minimal cover for them. Assess the fighting area. Ideally you want a foxhole that can cover other foxholes in the area. Build your hole in a place that provides you a good view of the situation. At the same time, you should still be accessible to fellow soldiers.

aps or grenades should be used in those areas you can't cover with your weapon. Multiple fighting positions should provide mutually supporting, interlocking fire. This allows you to move to a different position, and still engage the enemy if they haven't moved, as well as allowing fighters in two or more positions to shoot at the enemy at the same time.

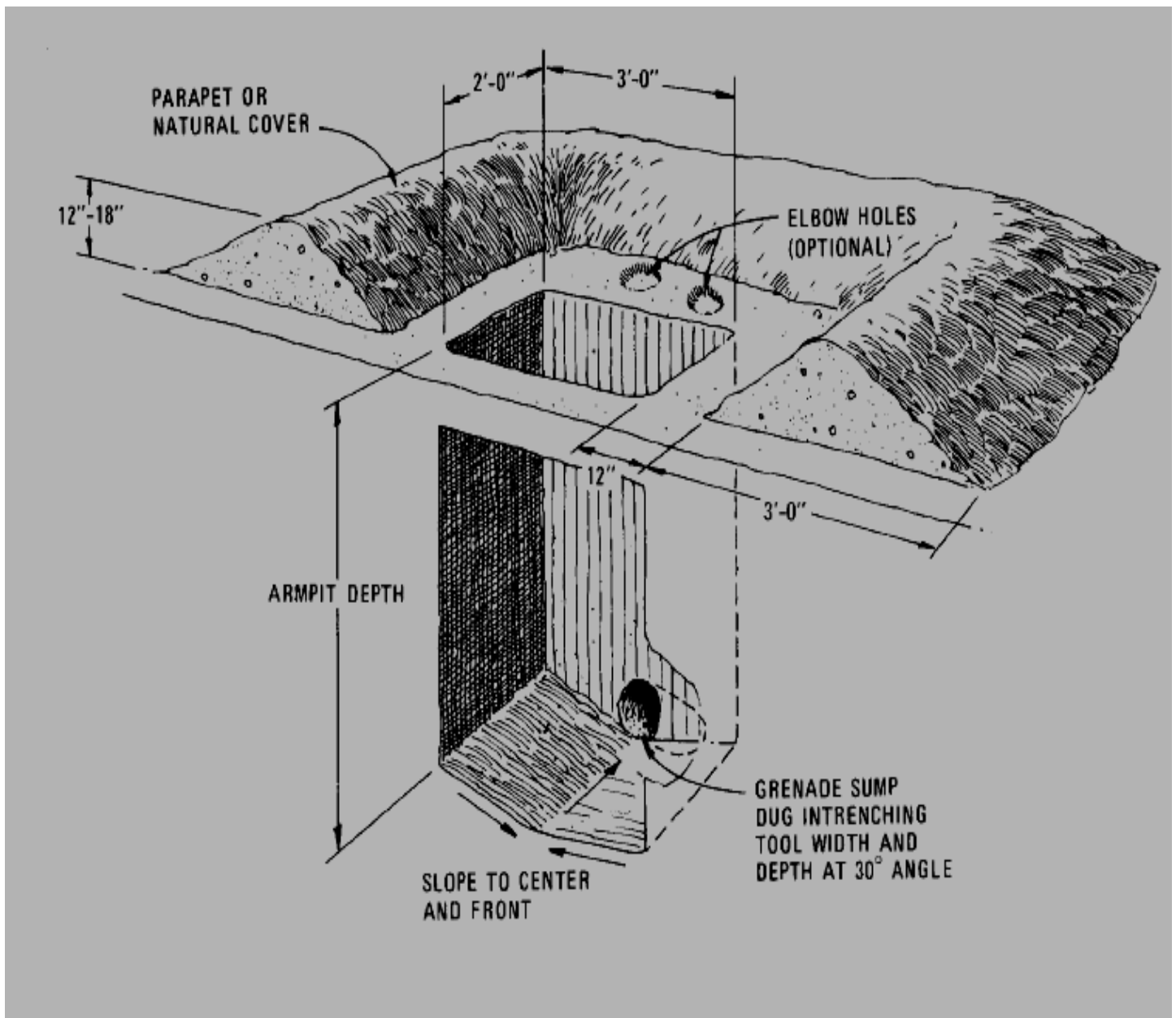
Obtain your materials for your hole, this includes any available materials, in a pre-SHTF, driving by a local construction company and speaking to the owners might allow you to obtain discarded materials, garage sales, discounted home improvement stores (Lumber Liquidators), if you live in large municipalities they offer a collection site for recycled material, this is a great place to recover steel. In a rural area or forested area, consider whether you should obtain your material far from your position, the better you keep your position from being spotted with the naked eye will ensure your survivability. In a hasty build, it really doesn't matter, use whatever materials you can get your hands on.

Foxhole construction details: All foxholes share similar characteristics in their construction. Find a good location to dig. Find a good time to dig. Try not to dig under the enemies watchful eyes; unless you want them to. A dummy foxhole might cause the enemy later, to waste their efforts targeting an area where dummies or no one is hiding. A Firestep is the step the individual soldier stands on when in firing position. When he is off the step, there should be sufficient room for him to stand and still receive some head-level protection.

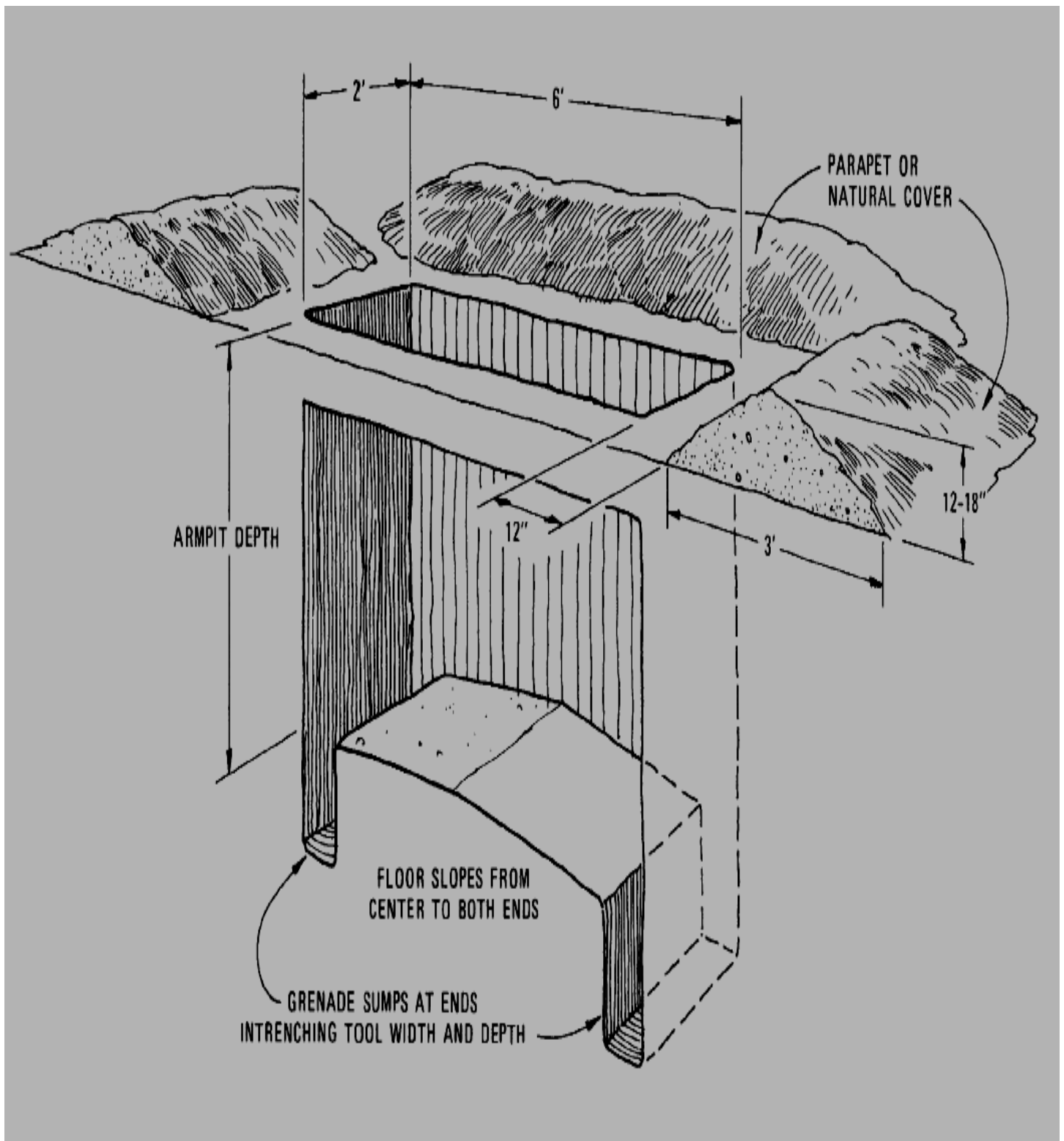
Size and design is determined mostly by the weapons being used, and the size of the men who will be occupying the hole. There should be 2 men per hole; 1 man on guard

while the other one sleeps. A single man hole is still useful, and the techniques for building them are the same. The only difference is the hole will be smaller.

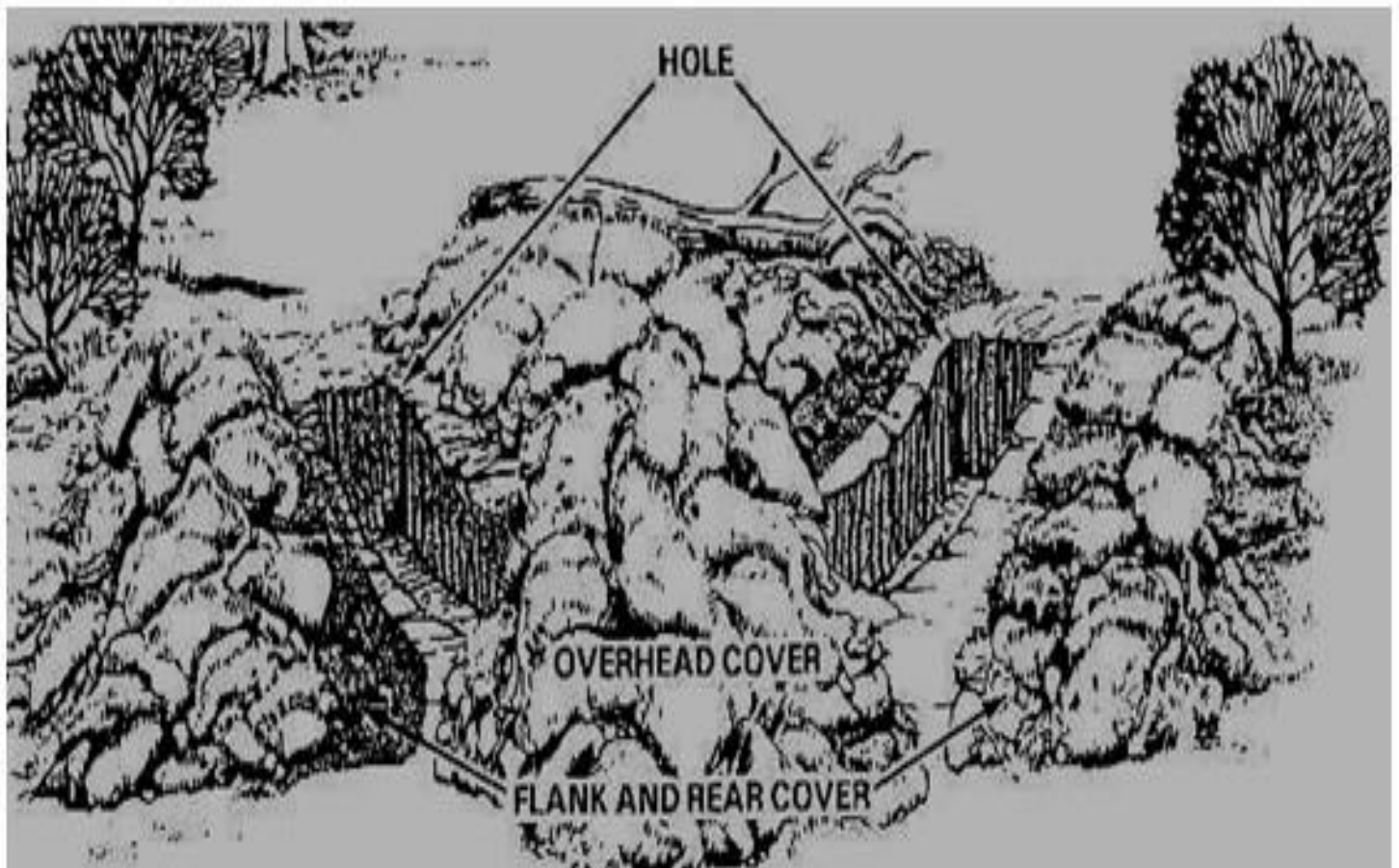
- **Length** of the hole will be slightly wider than the length of the weapons being used. This allows both men to swing their weapons in all directions, without entanglement.
- **Width** is as little as possible. Maybe a little more than the diameter of the fattest man, times 2.
- **Height** should be no more than shoulder level, and is determined by the shorter of the 2 men. Ideally both men will be close to the same height.



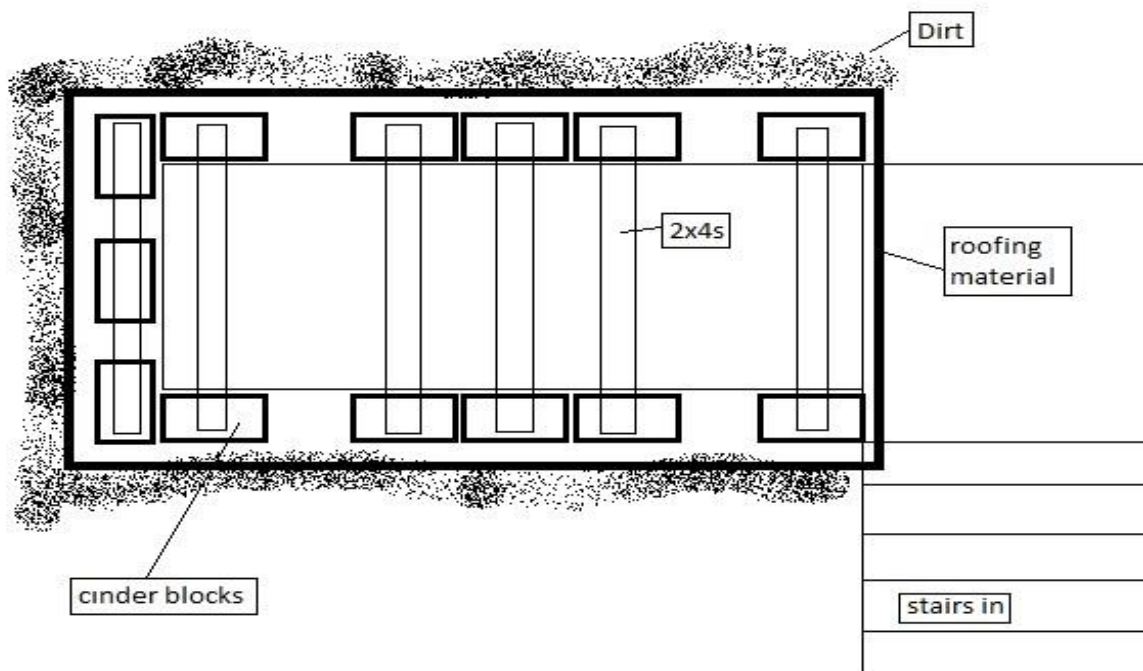
One-man foxhole. The basic foxhole is improved by adding overhead cover, and camouflage.



Two-man foxhole: Can be improved by adding overhead cover and camo. A sleeping trench with overhead cover can be constructed to the rear, so one man can sleep, while the other keeps watch.



Typical two-man fighting position, with overhead cover in the center, frontal cover, and flank cover



Step 2: Dig deep real deep

Once the dimensions are drawn out, start digging. Not too deep at first, so you can recheck your measurements. Dig a hole straight down in the front and back, without any sloping. The sides themselves might be sloped slightly, but only to make it easier to get in and out of the hole.

The easiest and fastest way to dig a foxhole is with a good shovel. Keep your shovel with you at all times. It could save your life. Avoid building your foxholes near large trees; tree roots are difficult to dig around. Decide how wide the hole must be and how deep you want it. After that you can put tarp in it to keep some of the dirt off of you. (of course the picture below shows a hole bigger than what you need unless you're putting a lot of snipers in it)

As 1 man is digging, he shovels the dirt where the other man can fill sandbags. As the sand bags are filled, stack them in front and to the sides of the hole; about two feet high. Leave some openings in front to see and shoot through, and in the sides to see and shoot through as well. The sides are also used to get in and out of the hole, free of dirt or sandbags, but as narrow as possible.

If no sandbags are available pile the dirt a little bit further away from the hole around the front and rear. Be sure to leave openings in front to see and fire through. Sandbags of course are easier to place and keep in position, but use what you've got. Sheets or blankets can be used to carry dirt to other areas, or to hide out of sight.



5 cm (2 in) SOD CAMOUFLAGE
TO BLEND WITH TERRAIN

CARDBOARD
WATERPROOFING

25 cm (10 in) EARTH FILL

20 cm (8 in) DIA BY
168 cm (5 1/2 ft) LONG LOGS

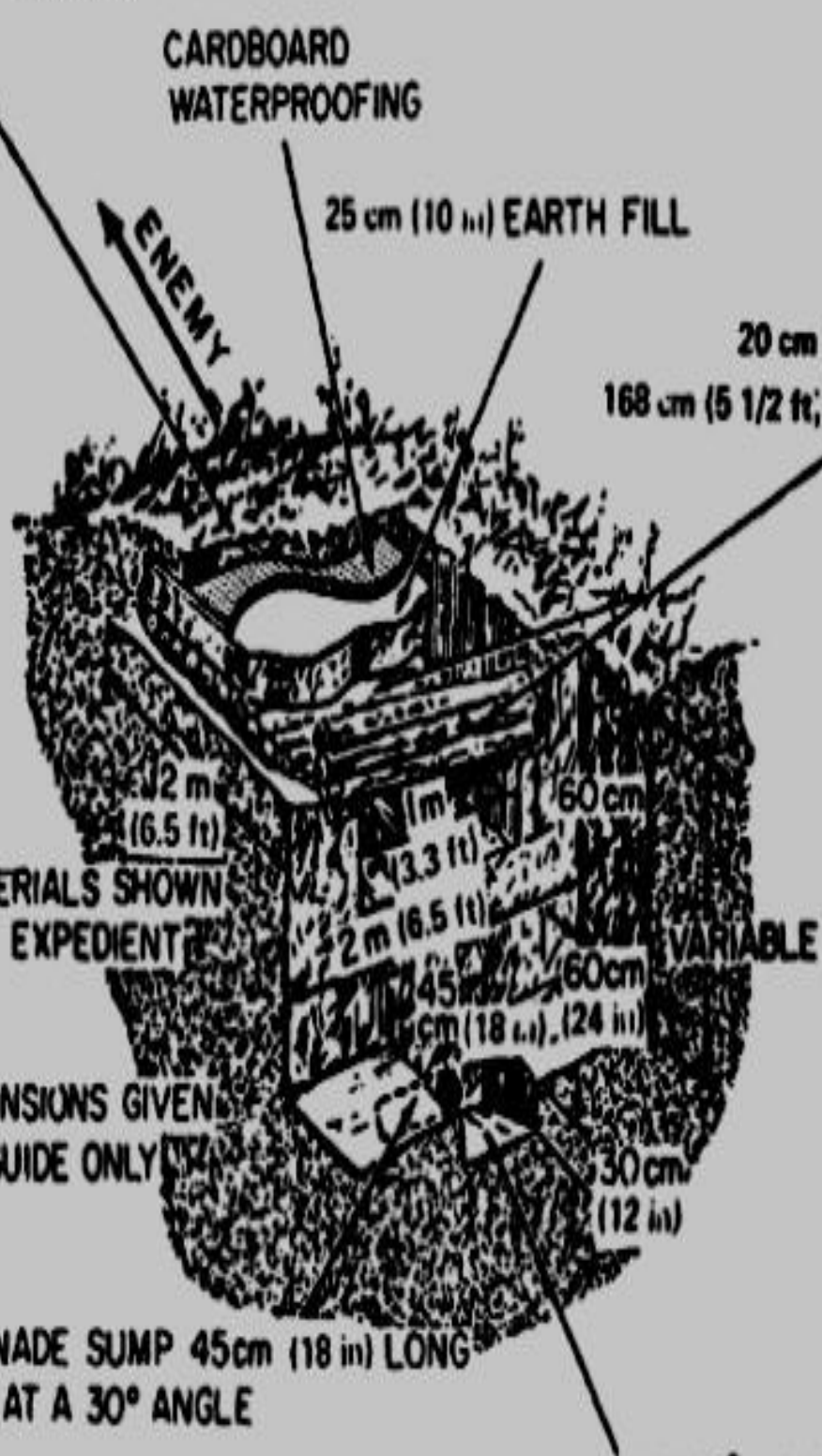
ENEMY

MATERIALS SHOWN
ARE EXPEDIENT

DIMENSIONS GIVEN
AS GUIDE ONLY

GRENADE SUMP 45 cm (18 in) LONG
AND AT A 30° ANGLE

WATER SUMP WITH 10° SLANT
TOWARD GRENADE SUMP



Step 3: Add bunker parts

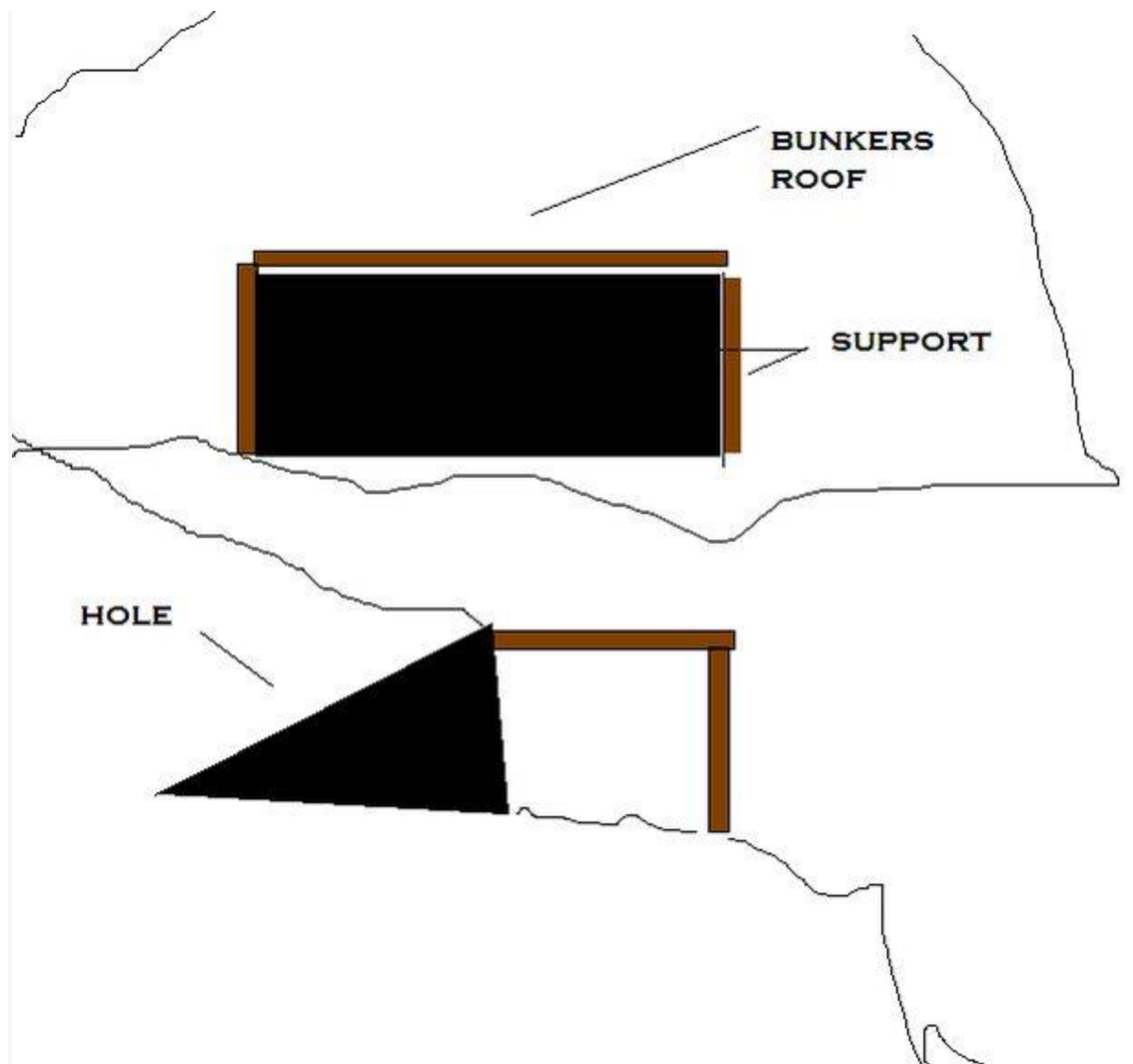
Strengthen it with a barrier of concrete blocks if available so you can have a portal window. The decision to add spare metal or stone should be decided at this juncture, because once you begin to strengthen it with other materials it will be harder for you to add it later.



Build a Parapet: The excavated soil can be placed around the foxhole at 3 feet wide and 6 inches high. This provides a rifle rest, and some extra protection from small arms fire. Camouflage: A foxhole can be camouflaged with branches and foliage. Simple frames can be made to create overhead cover. Shelter halves or ponchos can be used to provide weather protection. Local vegetation can be planted in the dirt of the parapets and overhead cover.

Build a roof: Put strong branches, or wooden supports, across the top of the hole. By resting the wood over the sand bags in front, and the dirt in the back, make sure it is sloped backwards so grenades can roll off. By sloping it backwards the grenade won't roll down into your face.

Cover the wood with waterproof material if you have it, and then sandbags, dirt, rocks, bricks, whatever is in the area. The wood must be strong enough to support over 1 foot of material. Plywood is best but may be impossible to find. 17 inches of cover is supposed to withstand the impact of a single mortar round. I would go for more; the more cover the better, if the wood will support it.



Build a sump pit: Water sump: The water sump, or drain pit, is usually located at one end of the emplacement, to collect water.

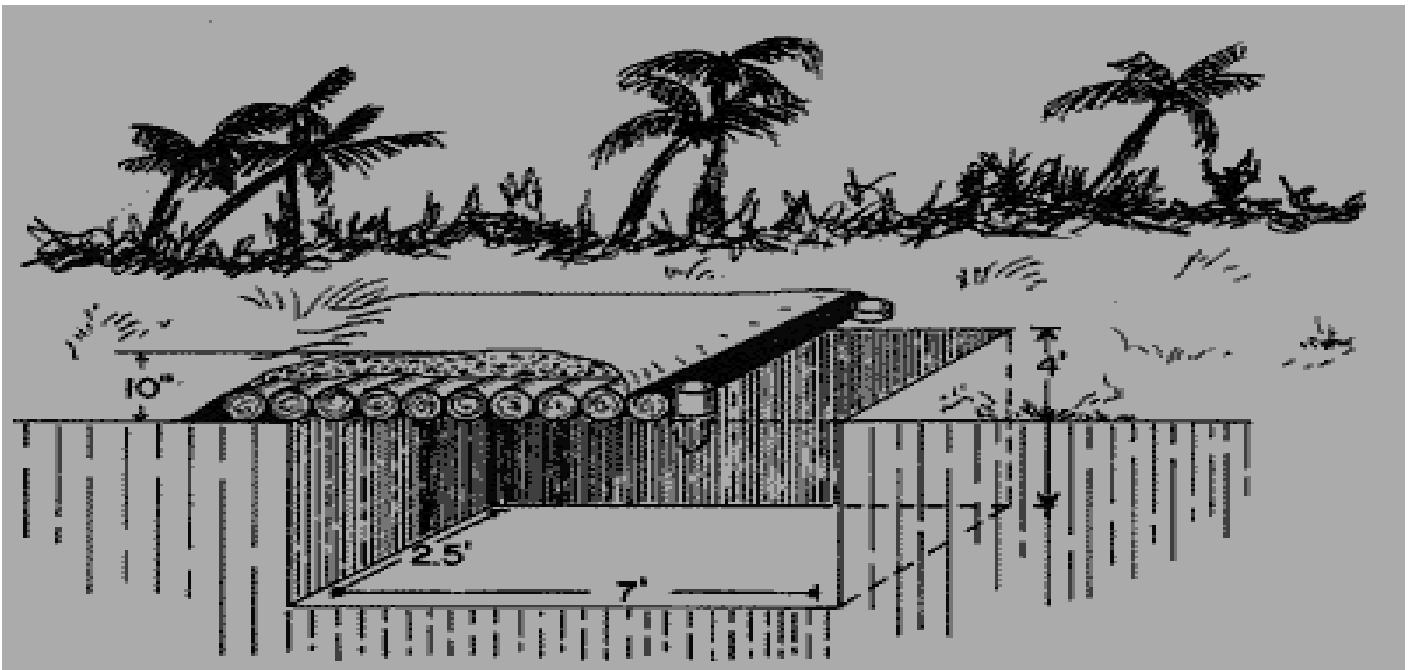
Grenade sump: At each end of the hole, dig a small pit that can trap any grenade that might enter your hole. The reason why the floor is slanted is that grenades can roll or be kicked into these sumps. These sumps should be at least twice the size of any ordinance that might make its way into your hole. This is located at the lowest level away from the firing position, usually at the bottom of the water sump. It is a small tunnel dug to about 18 inches long, sloped downward at an angle of about 30 degrees. If any hand grenades are thrown into the foxhole, they can be kicked into this sump. Their fragments should be absorbed by the surrounding soil in the sump.

Storage pit: A small pit where you can store the rest of your artillery, grenades, ammunition, etc. Make it deep, so it can fit the supplies you may need during battle.

- Depending on what you are up against may decide which type sump you use. If grenades are a problem, I would choose the first suggestion. If grenades are not a problem, then the second suggestion might be better. As in wearing seatbelts, when the fighting erupts you can't change your mind. Perhaps a better solution is to dig alcoves in the lower front side of your hole. This keeps supplies dry and out of the way, and the sump still serves its purpose against enemy grenades.

Floor: The floor of the hole should be slanted about 20 degrees out from the center going in all directions. It should not be finished until the final stage, assuming you have the time. By leaving it last it is easier to custom fit the hole to those who will be living there. Not too short, not too tall. Additionally, if you have excess or left over pieces of 2x4, cut them the width of the floor and place them adjoining them with wood glue to seal them together. This will help limit mud adhering to boots and allow you lay down without exposure to elements

Walls: Walls can be made from plywood or more concrete blocks (this decision is done at the time of planning to ensure you will have enough space. Using concrete will ensure your fighting pit will be used for many years. In fact they can also be used as an additional root cellar.



Here is how logs, dirt, and waterproofing are used to make overhead cover. Add vegetation, for camo.

Step 4: Step 4: camouflaging your hole

A foxhole can be camouflaged with branches and foliage. Simple frames can be made to create overhead cover. Shelter halves or ponchos can be used to provide weather protection. Local vegetation can be planted in the dirt of the parapets and overhead cover.



Some people say you can cover your roof with a poncho or waterproof material. If you do this, you are probably sacrificing the camouflage benefits if the material you use doesn't blend in. If you used waterproof material as a foundation for your dirt (described above), then you will not need another layer on top. If you are short of waterproof material and have only a raincoat or poncho, then the rain will likely come through the roof if you decide to wear it. Ultimately, you need to make the decisions.

Dirt by itself makes adequate camouflage, depending on the land you are digging in. You can also add branches, grass, bushes; whatever is local to the surrounding area. When using live vegetation, be sure to use the roots, and the dirt that clings to it. If your roof has a lot of dirt in its makeup, this could ensure that the vegetation you use continues to thrive, and not turn brown from the heat of the sun. Don't use too much vegetation on top. This could trap a grenade, instead of rolling harmlessly behind you. Watering your plants might prove helpful, but only if water is plentiful. Never water in daylight, or early morning. The color change of freshly watered areas could be a dead giveaway to your position. Using a wire mesh weave branches brush twigs anything from the area and then using black or green zip ties to secure it to the mesh.

Where there is no brush, construct your roof in a way where it can break up the dark shadow the hole makes.

On the reverse side of your hole, if it is located on a built up area, you can construct a rear escape entry shown below, this works well on a mountain or hillock type of fighting position and will offer some protection to the defender if a position is about to be over-run by an OPFOR.



Other considerations to think about:

A BULLET WILL PENETRATE 30 INCHES OF LOOSE SOIL. Loose soil that you dug out from your foxhole will not protect you from enemy gunfire. Soil that is removed, may be packed into a low, solid parapet.

Find a forked stick or suitable object that you can use in front of the openings, to rest your rifle for easier shooting.

You can use explosives to create a fighting pit, just some thoughts, since I will not discuss this issue on this format. First, using them is always a risk in the untrained hand, Second: Without a license before the SHTF, maintaining certain items will not only get the local law enforcement in your area involved, serious federal laws could place you in hot water with the ATF, lastly, if SHTF does occur, do you really want to be attracting onlookers when you construct it using this method, an explosion can be heard miles away, so your blowing OPSEC, in my opinion, short of hitting rock, this method is used only in a hasty prep, when your already in contact with the OPFOR and have no route of escape, more or less, I call it the "Custer's Last Stand Method", lastly, opting for this method in a fire fight is saying to your enemy that your defeated, personally, if you've made that decision, then the enemy has won. I've attached a video for you to understand how an explosive device can build a fighting position, please forgive the advertisement

<http://www.military.com/video/guns/rifles/making-a-foxhole-the-easy-way/1492283740001/>

I hope this PDF will help introduce you how to build your own fox hole or fighting pit.