The Funnel: The center is kept clear to encourage head-on fighting. The two obstacles in their deployment zone along with the mines discourages going to the side. They can go wide around the side, but this will both take the flanker out of the fight and reduce their overall effectiveness, or they send the whole fleet there and you deploy opposite to them for the same effect. You have tons of room to maneuver and deploy.
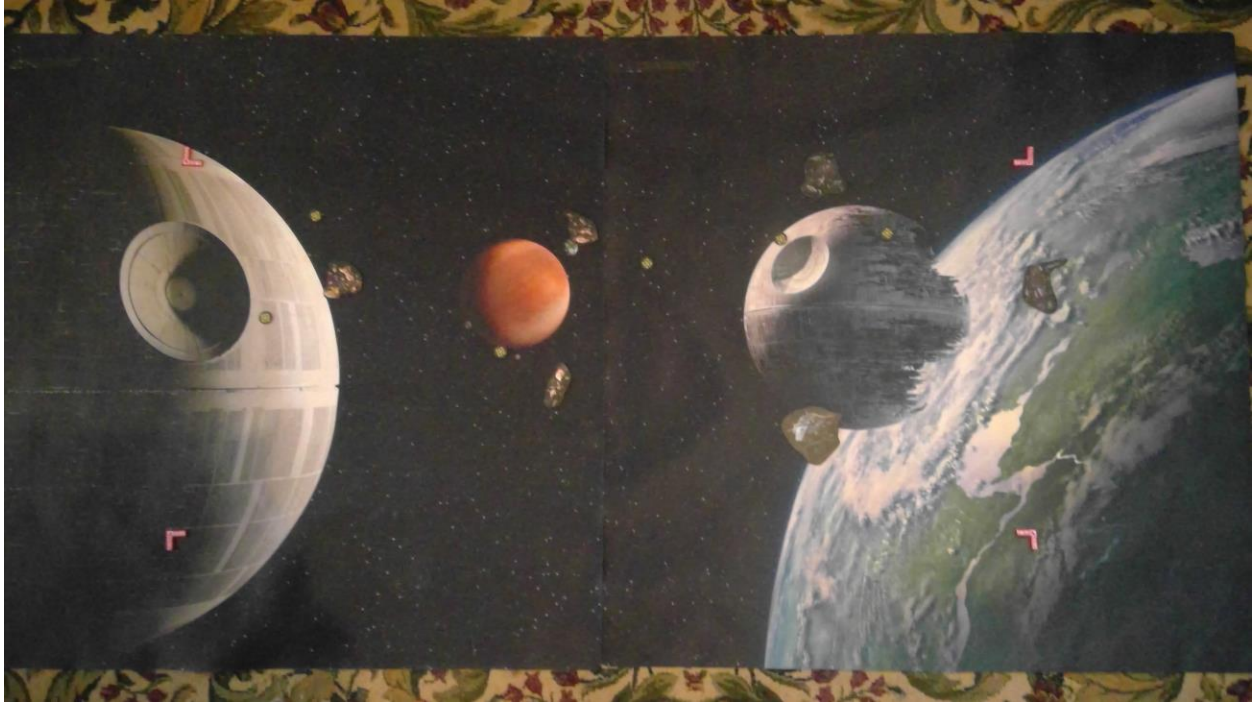
Broadside assist: There are no open lanes except for the sides for you to circle towards. They may try to make for the edges as well, but they'll be taking fire and unable to return with their largest arcs until they turn towards you, which is going to be later if they want to avoid everything entirely. You have lots of room to deploy and maneuver.
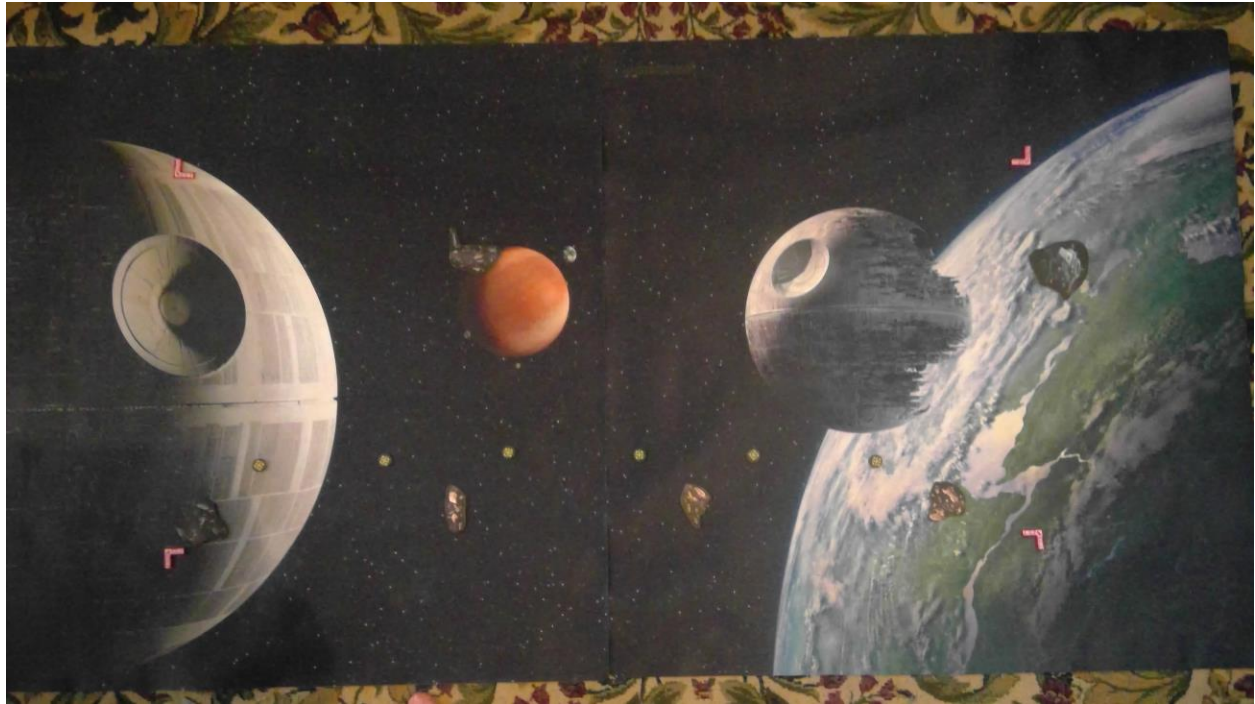
The Line O' Mines. By no means impenetrable, but certainly discouraging. Ships can exit freely out the sides, where you will be waiting for them. Very straightforward, but very effective in games I've played. Opponents have two choices if they want to go straight through and avoid mines, primarily if they're using a Clonisher build where they want to control their speed.

Line O' Mines vs Clonisher builds: Deploying against the edge, a Raider can go Speed 2 and bank a Nav token (or run Ozzel). Resolving the dial and order will jump them to speed 4, clearing the mines but putting them much closer to your fleet than they'd like to be. We can see that any other combination of speeds collides with either a mine, an obstacle, or both. Speed 3 ships, like the Gladiator, are just hosed.
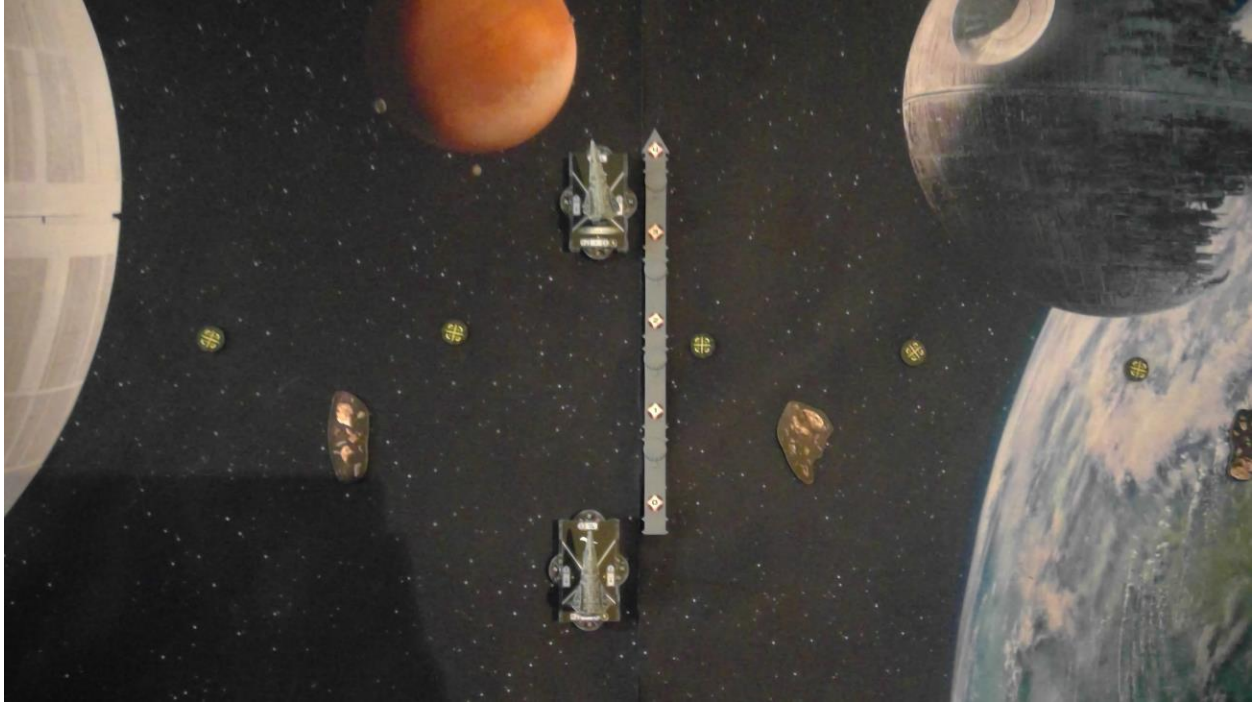
Line O' Mines vs Clonisher builds 2: Deploying at the front of the zone at speed 4 will clear the mines, but will be much closer than they'd planned on being and moving very fast. Any other speed will collide with a mine, an obstacle, or both. Gladiators and other speed 3 ships will eat it. This is all done with careful measurement of mines, so plan accordingly.