

Faces of war

Mortar system

Introduction

This new mortar system aims to bring a major change to the way mortars behave in Arma 3. It does so by removing the point and click system and replacing it with a more challenging and rewarding system.

The main features are:

- Rounds handling
- Manual aiming with range tables
- A more realistic weapon behaviour

How to use it

First of all you need to get the proper equipment needed to use the mortar correctly. In particular you need a range table (every mortar has a specific one) and some rounds. Three types of ammo have been added so far: HE, ILLUM and SMOKE. (At this moment all the projectiles have identical flight characteristics).

The first action you need to do is to locate your target and acquire the correct bearing and distance. When you have acquired this information, you open up the range table. You will see three columns with different values: the range (in meters), the elevation required to hit the target at that distance (in degrees) and the ammunition type. Check your range and remember these values.

At this point you can aim the mortar towards the right direction, select the proper charge (default key "F") and set the proper elevation with your PAG UP/DOWN keys (you can check the elevation and the selected ammo of your mortar in the right corner).

When the mortar is in the correct position, you can load the projectile; scroll your mouse wheel and select the shell you want to fire ("Reload *type* shell"). Remember that you need to have the projectile in your inventory, otherwise the action won't show up!

ACE is fully supported by this system, so if you're using it you should be able to use all the action with the ACE interaction system.

Faces of war team

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