

Abbreviations for Mortar Fire Control Android Application

Sniper Flash Cards

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These abbreviations are in accordance with those used in U.S. Army Field Manual 23-91 except that they are all lowercase and the slash has been removed from A/F and W/R to facilitate data entry on the Android keypad. I have provided abbreviations for many colors of smoke so that independent mortar teams avoid confusion when walking their shots towards the same target. Pre-planned ambushes with multiple gunners approaching a target from different directions and firing simultaneously are possible, but mostly they will just drive around looking for targets.

Explanation of Message

All messages from the forward observer (FO) must begin with one of these nine explanations.

af	Adjust Fire	A large correction is needed. Fire one shot and wait for further instructions from the forward observer.
eom	End Of Mission	Stop firing. The text message explains if the target has moved, been destroyed, proven itself invulnerable or whatever.
fire	Commence Firing	This order must be preceded by an af, ffe or ill order ending with amc (at my command). Correction data should be ignored as the mortar is already adjusted for its first shot.
ffe	Fire For Effect	A small correction is needed and, once this adjustment is made, the gunner should fire rapidly until the target is destroyed. If no correction is needed, be sure to zero out the correction data.
is	Immediate Smoke	A machine gun has taken friendly troops under fire. There is no time to walk in accurate fire and/or the weapon is invulnerable to mortar fire, but immediately obscuring their vision will help.
ill	Illuminate	Fire flares at intervals until you receive an eom order. If there is more than one type of flare, it is described in the text.
met	Meteorological	Do not fire; the correction data is meaningless. Just read the text for meteorological data and other background information.
move	Pack Up and Move	The text message explains why and where to move to. Ignore the correction data.
run	Leave Immediately	Do not pack up. Abandon unsecured supplies and (if it is not vehicle mounted) the mortar tube itself. Just scam.

Reference Points

All messages calling for fire (af, ffe, is or ill) must specify the reference point from which the corrections are measured. If the reference point is omitted, it is assumed to be prev.

rpa	Reference Points	A building, tree, rock formation, etc. which the gunner has already test fired his mortar on. rpb, rpc,... are additional ones.
prev	Previous Shot	The last shot fired. This is used when the gunner is walking his shots towards the target.
int	Intersection	An intersection that the gunner can locate on a street map. He has not previously fired on it so he must use the direct-fire software to determine how to hit it and then adjust off that.
grid	Grid Coordinates	Like an intersection but less accurate because the gunner is referencing off of a whole square on his map. Used in rural areas where there are no nearby street intersections or landmarks.

Timing

All messages calling for fire or movement (af, ffe, is, ill or move) must specify when the orders are to be carried out. If timing is omitted, it is assumed to be wr.

amc	At My Command	Adjust the mortar but do not fire until the command is given. amc orders must be followed by a fire or an eom order.
iaw	In Accordance With	Refers to written orders for the operation. The attack will probably start at a specific time or when the commander fires.
sop	Standard Operating Procedure	Refers to standing orders for operations of this type.
sq	Super Quick	Fire or move as fast as possible, without regard to fine details. The enemy is preparing to move.
wr	When Ready	Take your time to measure the environment and adjust mortar. The enemy is not going anywhere.

Ammunition Types

Calls for immediate smoke (is) or illumination (ill) do not need further explanation of the ammunition type. However, calls to adjust fire (af) or fire for effect (ffe) need further explanation. Note that it is important to know what color of smoke is being used because there may be other gunners firing on the same target. If ammunition type is omitted, then it is assumed to be the last type fired.

ap	Anti-Personnel	An air burst with little explosive and much shrapnel. Also known as case shot, case.
can	Canister Shot	Like a big shotgun cartridge. If a helicopter is flying low looking for the mortar, canister shot can be used if it flies directly in line with the mortar tube.
ball	Solid Steel Ball	Mostly used for testing purposes. It can sink some small slow-moving boats.
blu	Blue Smoke	Used for walking shots to the target or for test firing on a reference point.
cs	Tear Gas	A surface burst of a chemical agent, usually tear gas. It is a war crime to use mustard gas against either soldiers or civilians.
grn	Green Smoke	Used for walking shots to the target or for test firing on a reference point.
he	High Explosive	A surface burst with much explosive and little shrapnel. Used against bunkers; requires fine accuracy.
ong	Orange Smoke	Used for walking shots to the target or for test firing on a reference point.
red	Red Smoke	Used for walking shots to the target or for test firing on a reference point.
vlt	Violet Smoke	Used for walking shots to the target or for test firing on a reference point.
wp	White Phosphorous	The same ammunition used for immediate smoke (is); it is also an incendiary and will start grass fires or ignite spilled fuel. It is a war crime to use white phosphorous over civilian populations.
ylw	Yellow Smoke	Used for walking shots to the target or for test firing on a reference point.