

PURPOSE AND FUNCTION

WARRIOR 120 D MORTAR is a weapon of infantry close support, designed for annihilation of manpower and for destroying of firing points by short fire engagements.

it is particularly effective on intersected and hilly terrains, where the enemy may be hidden by a rear slope.

The Mortar can effectively open breaches in wire barriers or mine fields, demolish lighter fortifications and remove top soil covers over heavy bunkers.

The Mortar is also well suited for combat against mechanized units, by destroying their infantry. It is also suitable for making of smoke screens and for target illumination at night.

The mortar is particularly suited for the mountaineer, special and airborne units, as well as for territorial defense units.



TECHNICAL DATA

Caliber:	120 mm
Barrel Length:	1570 mm
Base plate diameter:	1000 mm
Max. range of shooting:	7240 m
Max. operating pressure of gas:	1300 bar
Elevation range :	45-85°
Traverse range:	
Without moving bipod:	±5°
With bipod shifted:	±360°
Type of firing mechanism:	Drop, Trigger, Safe

Firing rate:	
- Norma:	6-8 rounds/min
- Intense:	16 rounds/min
Weight total:	210.00 kg

SPTA SET

Pick Mattock – 1 pc; sapper shovel – 1 pc; Quadrant KM1 – 1 pc; Hammer 2,0 kg – 1 pc; Hammer 0,5 kg – 1 pc; Pinch-bar – 1 pc; Drift 2,0mm – 1 pc; Drift 3,0mm – 1 pc; Centre-punch 3,0mm – 1 pc; Wrench 8x10 – 1 pc; Wrench 14x17 – 1 pc; Wrench 19x22 – 1 pc; Wrench 22x24 – 1 pc; Wrench for Bipod's nut M100 – 1 pc; Wrench for shock absorber nuts – 1 pc; Wrench for double loading preventing mechanism – 1 pc; Special wrench for firing pin – 1 pc; Wrench for firing pin's nut – 1 pc; Firing mechanism wrench – 1 pc; Screwdriver 3mm – 1 pc; Screwdriver 6mm – 1 pc; Lever for breech block unscrewing – 1 pc; Pliers 200mm – 1 pc; barrel cleaning brush – 1 pc; Rod of barrel cleaning brush – 1 pc; Field rod – 1 pc; Grease box – 1 pc; manual grease gun – 1 pc; Extractor of the main charge – 1 pc; Wheel bolt's wrench – 1 pc; Trigger rope – 1 pc; Muzzle cover – 1 pc; Mortar cover – 1 pc; Sealing copper ring – 1 pc; Washer 04-26 – 4 pcs; Spring 04-3 – 1 pc; Spring 04-3-01 – 1 pc; Spring 04-25 – 1 pc; Spring 04-25-01 – 1 pc

CONTACTS

OPTICAL-DIGITAL MORTAR SIGHT ODMS-12

DESCRIPTION:

ODMS (OPTICAL-DIGITAL MORTAR SIGHT) is designed and intended to use with 60 mm, 81 mm, 82 mm and 120 mm mortars during the aiming fire. It is also suitable for observing the battlefield.



ADVANTAGES:

- Embedded ballistic calculator can be factory tuned upon customer request depending of type of ammunition.
Elevation and azimuth units:
 - NATO artillery thousandths (1/6400) or Russian standart artillery thousandths (1/6000) are available
 - Elevation units can be change from artillery thousandths directly to firing distance [m], depending of chosen type ammunition.
- The device can be fast leveling according to level indicators.
- Powered by rechargeable battery ensuring continuous operation more than 8 hours. In case of batteries discharge and unavailability to charge, the device can work by artillery level KM-1 for elevation angle, mechanical reticle on the viewfinder for azimuth angle and can be leveled via embedded precise bubble
- The device can be attached to the weapon via dovetail NATO standard rail or Russian standard pin on customer request.
- Digital readout of the data allow of the device can work like M64 sight unit or MPM-44M sight upon customer request.
- The device can be integrated in Fire Control Systems.

The most advantage of the digital aiming device is easy, fast and simple operation. Customization on customer request allow using the device in different military systems. The device can be mounted on any barrel via bracket, axis, dovetail rail, picatinny rail or embedded. The ballistic calculator can provide specific ballistics upon customer request.

The Optical-Digital Mortar Sight ODMS-8 can be used in emergency mode (without batteries), directing the mortar in Azimuth using the optical viewfinder (sight) and the elevation angle through the gunner quadrant, part of the SPTA set of the Mortar



CONTACTS