

Date: 21 October 2025

The following script allows the users to spawn upto 3 x Mortar teams each comprising of 3 mortar tubes per team. Load them onto a helo and deploy them to the field to bombard enemy formations. Teams can be deployed as single units or multiple units in the same location to increase effect. Teams can then be extracted and moved around the battlefield as required. There are still a few areas that probably need tweaking and further updates will be released on feedback or requests from end users.

When deploying teams – The range of the Mortars to open fire on the enemy is typically

1. Overview

The DCS Deployable Mortar Team System provides a dynamic, script-based logistics solution allowing helicopter pilots to deploy, operate, and extract mortar teams in DCS World using the MOOSE framework. It simulates realistic logistics operations through proximity checks, timed actions, and a persistent save system.

Key features include:

- Static F10 menu structure – no refresh required.
- Three independent mortar team slots.
- Action timers for Get, Load, Unload, Extract (10s).
- Rearm simulation with limited rearm pool (2 uses per cycle).
- Helicopter proximity ($\leq 200\text{m}$) resupplies the rearm pool.
- Persistent map markers offset 500m to the right of deployed teams.
- Individual smoke and flare marking options.
- RTB (Return To Base) reset function for each team.
- Full persistence between missions.

2. Requirements

- DCS World (any terrain).
- MOOSE.lua loaded prior to this script.
- Late Activation group named “Mortar”.
- Trigger zone named “Loadzone”.
- Script file: MortarTeams_Static.lua.
- Save path: C:/Users/<YourName>/Saved Games/DCS/Missions/Saves/...

Note: the save path above may need to be changed relative to your own setup. In the image below, you should only have to add your name to make it work (without the < >)

```

-----
-- CONFIG
-----
local TEAM_SLOT_COUNT      = 3
local TEAM_NAMES_POOL     = { "Guardian", "Vanguard", "Auxilio", "Vitalis", "Falcon", "Valour" }
local MAX_DEPLOYED_TEAMS  = 3 -- world limit
local MAX_EMBARKED_PER_HELO = 3 -- per helo
local PROXIMITY_M         = 200 -- for Load / Extract / Rearm and helo resupply
local LOADZONE_NAME       = "Loadzone" -- must exist in ME
local MARK_RADIUS_M       = 3000 -- request mark gating
local SMOKE_OFFSET_FWD_M  = 100 -- smoke 100m forward
local GET_SIDE_OFFSET_M   = 12 -- 12 m right of helo for GET
local UNLOAD_SLOT_OFFSETS_M = { 20, 40, 60 } -- by slot id (1..3), behind helo
local UNLOAD_DELAY_SECONDS = 10
local ACTION_DELAY_SECONDS = 10 -- Get / Load / Extract / Unload delays
local REARM_DELAY_SECONDS  = 20 -- Rearm delay
local MARKER_OFFSET_RIGHT_M = 500 -- map marker offset to the RIGHT of team heading
local MORTAR_TEMPLATE      = "Mortar" -- ME template (Late Activation)
local PERSIST_FILE         = "C:/Users/<your_name>/Saved Games/DCS/Missions/MortarTeams_static.lua" --<Change this to your name
local REARMS_PER_POOL      = 2 -- rearm attempts before needing helo resupply

```

Latest Moose version download

<https://github.com/FlightControl-Master/MOOSE/releases>

3. Installation Steps

1. Place MOOSE.lua and MortarTeams_Static.lua into your mission's Scripts directory.
2. In the Mission Editor, open the Triggers panel.
3. Create a new trigger: ONCE > TIME MORE (1).
4. Add two actions in this order:
 - a. DO SCRIPT FILE: MOOSE.lua
 - b. DO SCRIPT FILE: MortarTeams_Static.lua
5. Save the mission and start in a Blue coalition helicopter to test.

4. Mission Editor Setup

1. Create a Late Activation group named 'Mortar' containing both crew and tubes.

Example

- Add 12x Mortar Tubes
- Place the Mortar Tubes like the image below
- Change 9 of the mortar tubes to soldiers to simulate a mortar crew
- Ensure the Group name is Mortar and Late Activation is checked

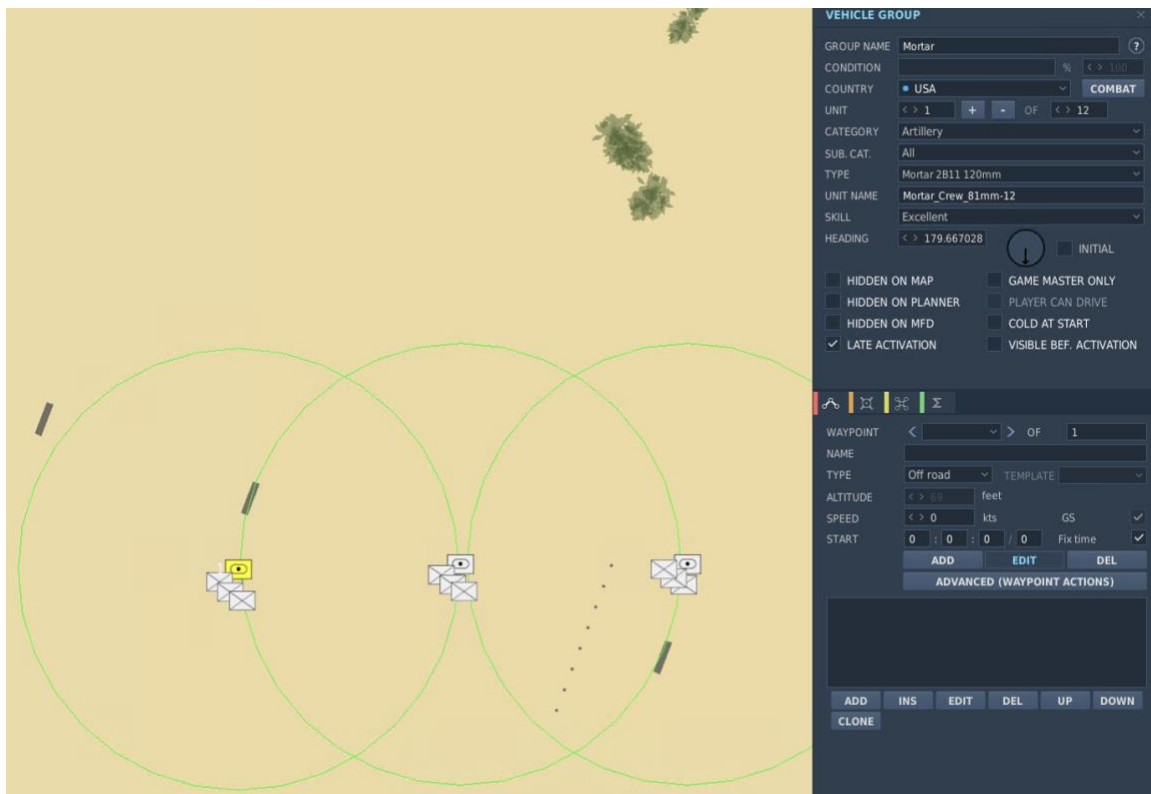
Doing the above ensures that the tubes and crew are all within the same group so they are spawned correctly

2. Create a trigger zone named 'Loadzone'.

Note: The Loadzone should ideally be located at a FARP or Airbase and only be a few 100m in diameter. But, for testing you can increase the zone diameter if you so wish to allow the get/load functions to operate correctly.

3. Assign both to the Blue coalition.

4. The 'Mortar' template defines the spawned team composition.



5. System Operation

When starting the mission, if everything is setup correctly, you will have an option in the the “other” F10 menus for Mortar Team – The structure is made up of the following sub options:

F10 Menu Structure:

Mortar Team →

- └─ Mortar Team 1
 - | └─ Get
 - | └─ Load
 - | └─ Unload
 - | └─ Extract
 - | └─ Rearm (20s)
 - | └─ Request Mark → (Smoke / Flare)
 - | └─ Status
- └─ Mortar Team 2
- └─ Mortar Team 3
- └─ Field Mortar Status
- └─ RTB (Reset Team) → (Team 1 / Team 2 / Team 3)

Actions Explained:

- Get – Spawns a new mortar team in the Loadzone (10s delay).
- Load – Embarks a nearby deployed team ($\leq 200\text{m}$).
- Unload – Deploys embarked team 20–60m behind helicopter (10s delay).
- Extract – Recovers a deployed team to the helicopter (10s delay).
- Rearm – 20s process, consumes 1 of 2 rearm tokens before requiring helicopter resupply.
- Request Mark – Deploys smoke or flare near the team for visibility and mostly used for extraction on a team from the battlefield.

- RTB – Returns team slot to base and resets ammo pool.

6. Behaviour Details

- Action timers: 10s for Get/Load/Unload/Extract, 20s for Rearm.
- Rearm pool: 2 rearm cycles per team; helicopter proximity resets the pool.
- Map markers appear 500m to the right, persistent until team removal.
- Smoke markers appear 100m forward of the team heading.

7. Troubleshooting & Tips

- Verify MOOSE.lua loads before MortarTeams_Static.lua.
- Confirm template name: 'Mortar'.
- Ensure helicopter is Blue coalition and inside the Loadzone.
- Check DCS log (dcs.log) for 'Mortar Team System' messages.
- Verify save directory exists for persistence. (see above for an example)

Author: Aidan Williams

DCS Deployable Mortar Team (using MOOSE) – User & Setup Guide v2.3

Below are a series of images that show the F10 menu options and the mortar teams deployed and in operation



Mortar Team Menu Selected via F10



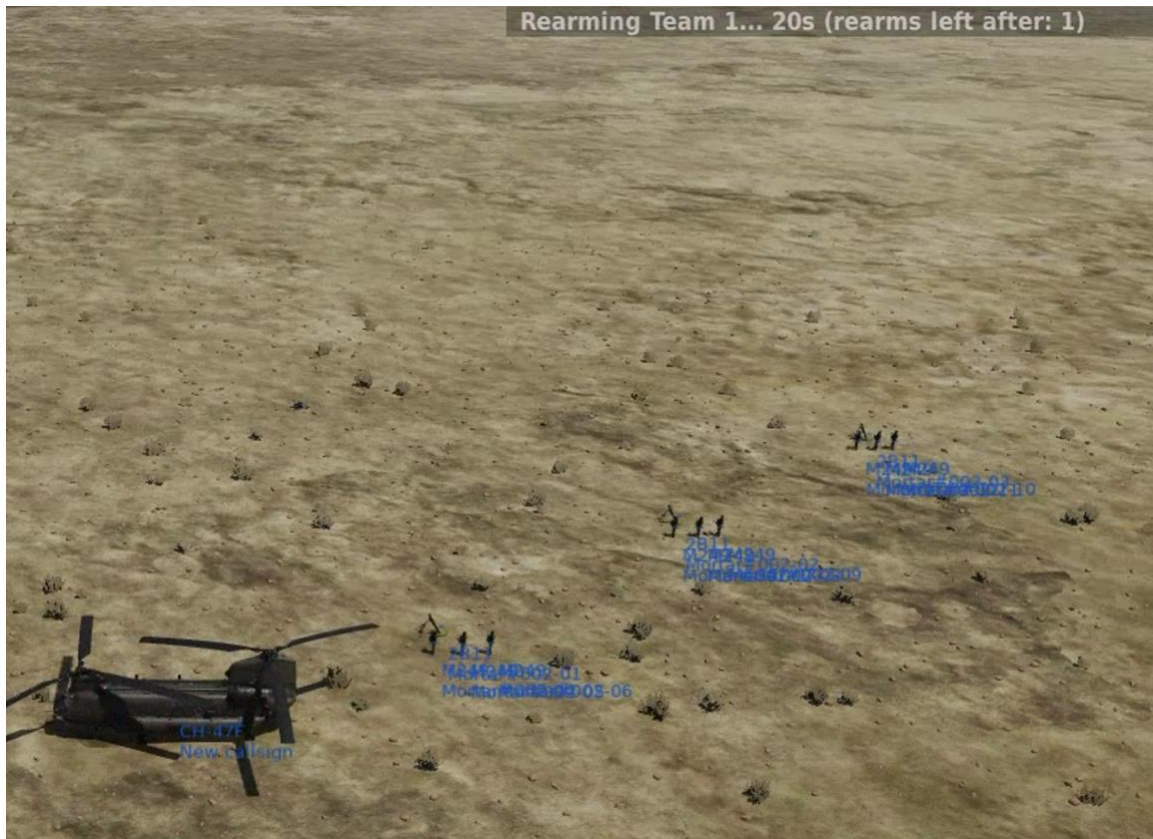
Team 1 selected with all options listed for operation



Team 1 has been spawned using the Get option – This is done at the Airbase/Farp where the Loadzone is



Once unloaded from the Helo in the field, the team(s) will automatically point towards any target and start engaging



Once the Mortar team has run out of ammo, you can rearm them (upto 2 times) and there after by flying a helo within 200m of the team where the ammo rearm will be reset



A single Mortar team engaging targets



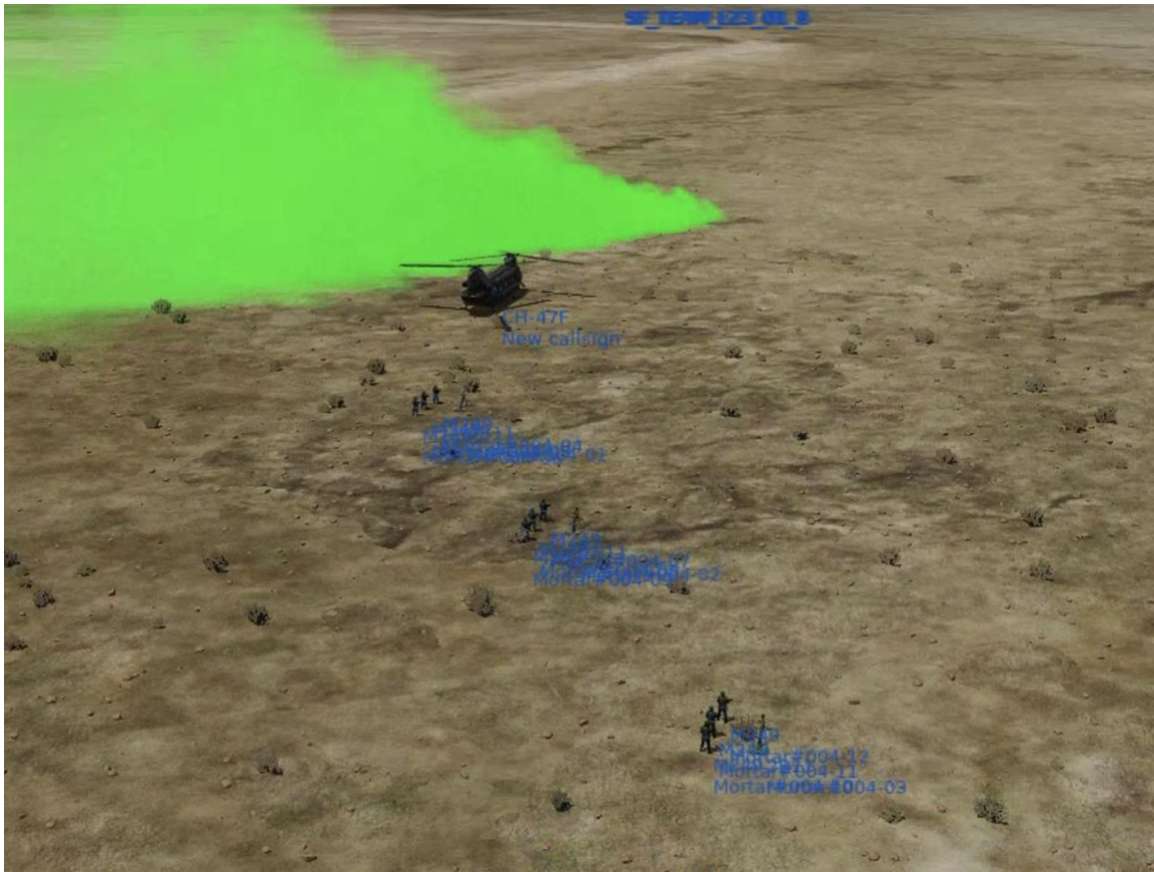
Additional Mortar teams can be deployed in the same location if you Get multiple teams to start with – They will be placed 20m behind each other



Both teams will engage the targets



One of the teams has been extracted and loaded back onto the helo – the Status menu will give an overview of the current deployment



Smoke and/or Flares can be deployed when a team is on the ground to aid visual location when flying in to extract the team(s)