60 mm mortars By Clyde Barrow

Part 1

The following is part one of a series on building a 60mm mortar patterned after the type used by the U.S.in WWII. This same design with minor alterations, is still in production and standard issue in most NATO countries. The complete setup weighs about 40 pounds and breaks down into three sections; baseplate, bipod and barrel. This allows for quick setup/takedown and easy transport. The mortar bombs, either high explosive or smoke type, weigh just under 3 lbs. each. The 60mm mortar is the cheapest and simplest method available for a two or three man squad to inflict artillery level damage to fixed targets at ranges of 300 yards to 4 mile or more. Although the design specs presented can be altered for use in producing an 81mm mortar, the increased weight required limits the larger unit to use as a vehicle mounted weapon. For reasons of mobility, we will concentrate on the 60mm unit.



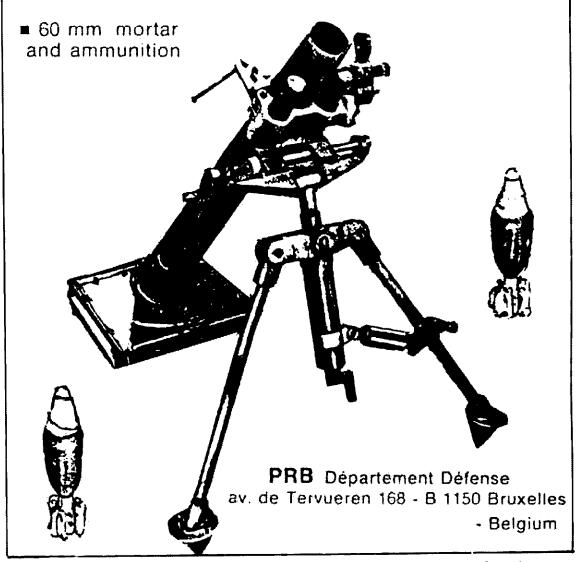
Once Fired **60MM Inert Mortar Rounds**

Practice Bombs

60mm practice rounds are available from S and R Company, RD 2 Box 71, Arkport, NY 14807. Price is\$6.00 each plus shipping charges (3 lbs.each). Practice rounds were identical to live ammo except that they carried a small smoke charge instead of an explosive. They were used for target practice only.

The examples from S and R have been "demilled" by unscrewing the nosepiece and drilling a 7/16" diameter hole through the fuse assembly. The nose pieces are included although impact has smashed the plunger into a permanently "fired" position. These rounds look as if they have been in storage on the ocean floor since WWII. They are heavily caked in rust, although they don't look too bad after a good bath in naval jelly (rust remover). The fuse bodies and brass primer units are firmly corroded in place. These rounds are not as hopeless as

they sound. The bodies and tail sections are in good shape and one would be hard pressed to copy them for the price of \$6. The fuse and base assemblies could be either drilled and threaded to accept repair sections or drilled and chiseled out entirely, to be replaced with new units. Even if you intend to produce all of your own rounds from scratch, I suggest you obtain a couple of these practice bombs for reference. I doubt if they will be available for long, and they are the only examples I've seen for sale at less than collector's prices of \$20 or more.



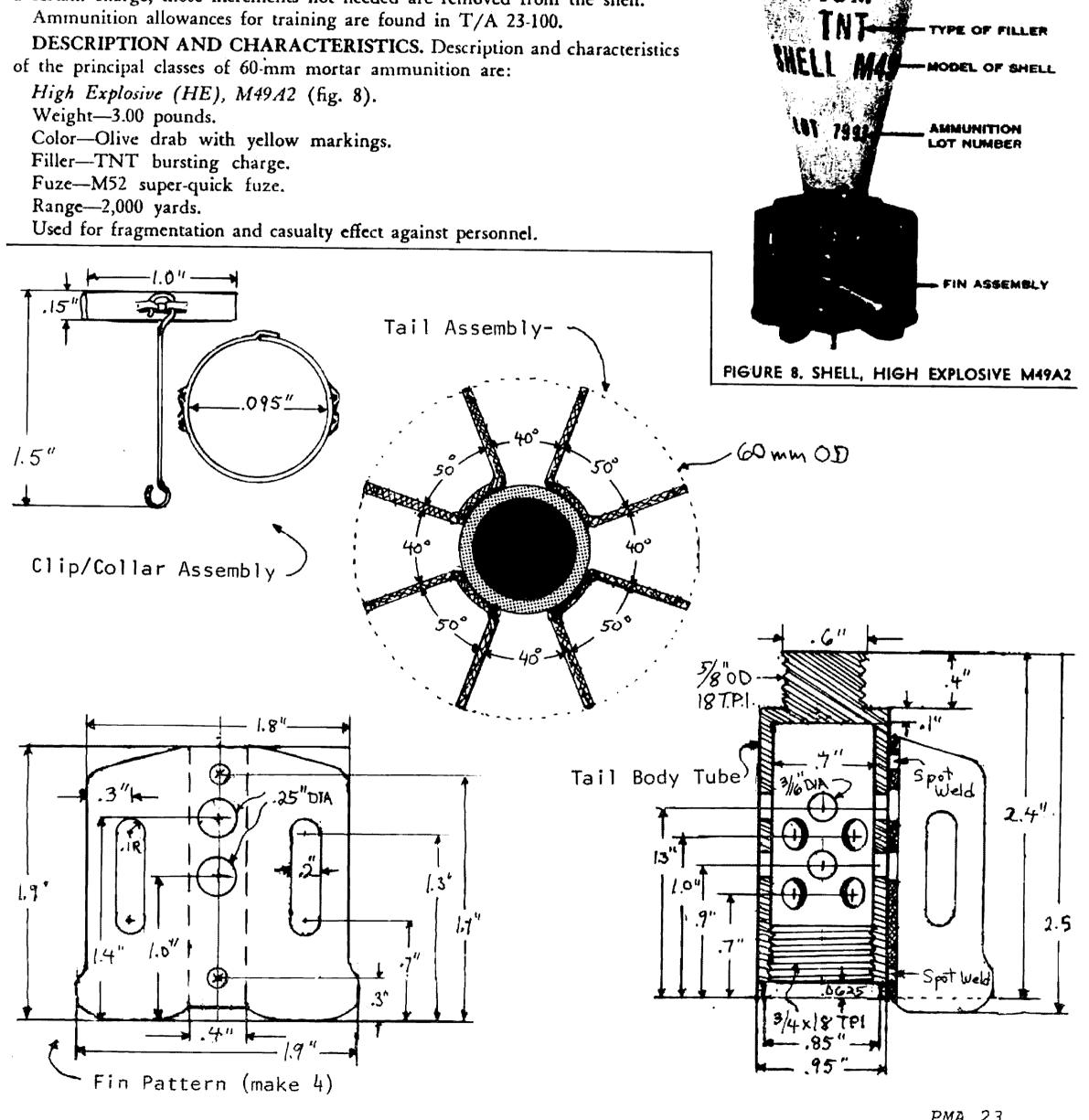
The 60mm mortar round consists of three main sections. 1) An aluminum plunger housplunger and firing pin that screws into the main fuse body, also of aluminum. 2) A forged steel body threaded at the front to accept the plunger/fuse assembly and at the rear for attachment of the tail assembly. 3) A tail assembly consisting of a machined tube, closed and threaded at the front to fit the body, and threaded at the rear for the brass primer unit. The tube is hollow and carries the launching charge. The bomb is stabilized in flight by four sets of stamped steel fins that are spot welded to the outside of the tube. A stamped steel ring with spring clips is fitted around the front of the tail. These clips are intended to hold secondary sheets or bags of propellant for increasing the range of the round.

The following dimensions will allow you to copy all components of the 60mm bomb design.

GENERAL. The 60-mm mortar fires complete, semifixed rounds of ammunition. The rounds are "complete" since each round comes packed in an individual container, complete with its fuze and propellent charge. The rounds are "semifixed" since part of the propellent charge may be removed to vary the range.

All rounds are provided with stabilizing fins which make the round stable in flight and cause it to strike fuze end first, even though it is fired from a smooth-bore weapon.

Each round (except the training projectile) has a propelling charge consisting of an ignition cartridge in the base of the fin assembly and four propellent increments (bundles of sheet powder) which are fitted between the blades of the fin. Each increment is called a *charge*. To prepare a round for firing with a certain charge, those increments not needed are removed from the shell.



M52 FUZE. General. This standard fuze, (fig. 12), a super-quick type, is identified by PDF (point detonating fuze) M52 stamped on the body. This fuze is designed to function before any penetration occurs, permitting the maximum surface effect of fragmentation of the shell. For use in the field, it is issued assembled to the shell as a part of the complete round. To prepare for firing it is only necessary to remove the safety wire.

Safety features. This fuze is classified as bore-safe. It is equipped with safety devices that keep the bursting charge from exploding while the shell is in the barrel—even should the primer or detonator malfunction.

A safety wire passes through the body of the fuze and the set-back pin, thereby locking all movable parts in their original safe position. Pull the safety wire just before firing (fig. 12). If a round is fired without pulling the safety wire, it may or may not explode upon impact. The safety wire is designed to lock the set-back pin in place only during normal handling of the round before firing.

The set-back pin, held in place by the safety wire, in turn locks the safety pin in position. The set-back pin is supported by a spring and is positioned in a recess of the safety pin. Until the set-back pin moves out of this recess the safety pin is locked in the body of the fuze.

The safety pin, held in place by the set-back pin, is the main locking device of the fuze. It holds the slider (which contains the primer and detonator) in its retracted position and prevents premature alinement of the various elements of the powder train.

Functioning. The fuze is not armed until the primer and slider detonator are alined with the firing pin and booster lead. The first step in the arming of the fuze is the removal of the safety wire just before firing. The shell, when inserted in the barrel, slides down until the primer of the ignition cartridge strikes the firing pin of the mortar. The combined forces of the shell striking the breech of the mortar and the blow delivered to the shell by the propelling charge gases cause the inertia of the set-back pin to overcome the resistance of the set-back pin spring. This permits the set-back pin to move toward the base of the fuze (fig. 12). This movement withdraws the shank of the setback pin from the recess of the safety pin. The safety pin, now being released by the set-back pin, is thrown outward by the action of the safety pin spring, but is prevented from leaving the fuze by striking and bearing against the bore of the mortar. At this time, the safety pin has not moved far enough to disengage the slider, and the slider remains locked in its unarmed position.

When the shell leaves the muzzle and the safety pin no longer rides against the bore, the pin and spring fly out of the fuze, thereby releasing the slider. Under the action of the slider spring, the slider is forced to the opposite end of its chamber. The slider locking pin, pressed upward by its spring and guided by a groove in the lower surface of the slider, is lined up with a recess in the slider. The spring forces it into the recess, locking the slider in position and completing the alinement of the powder train. At this time, the fuze is completely armed.

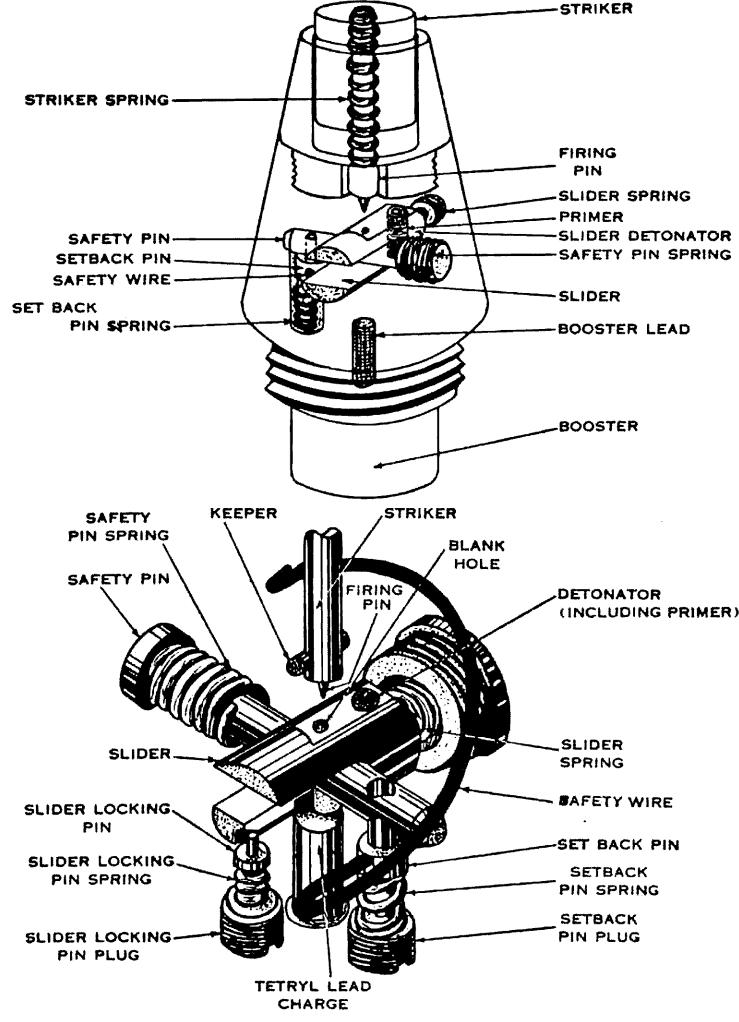
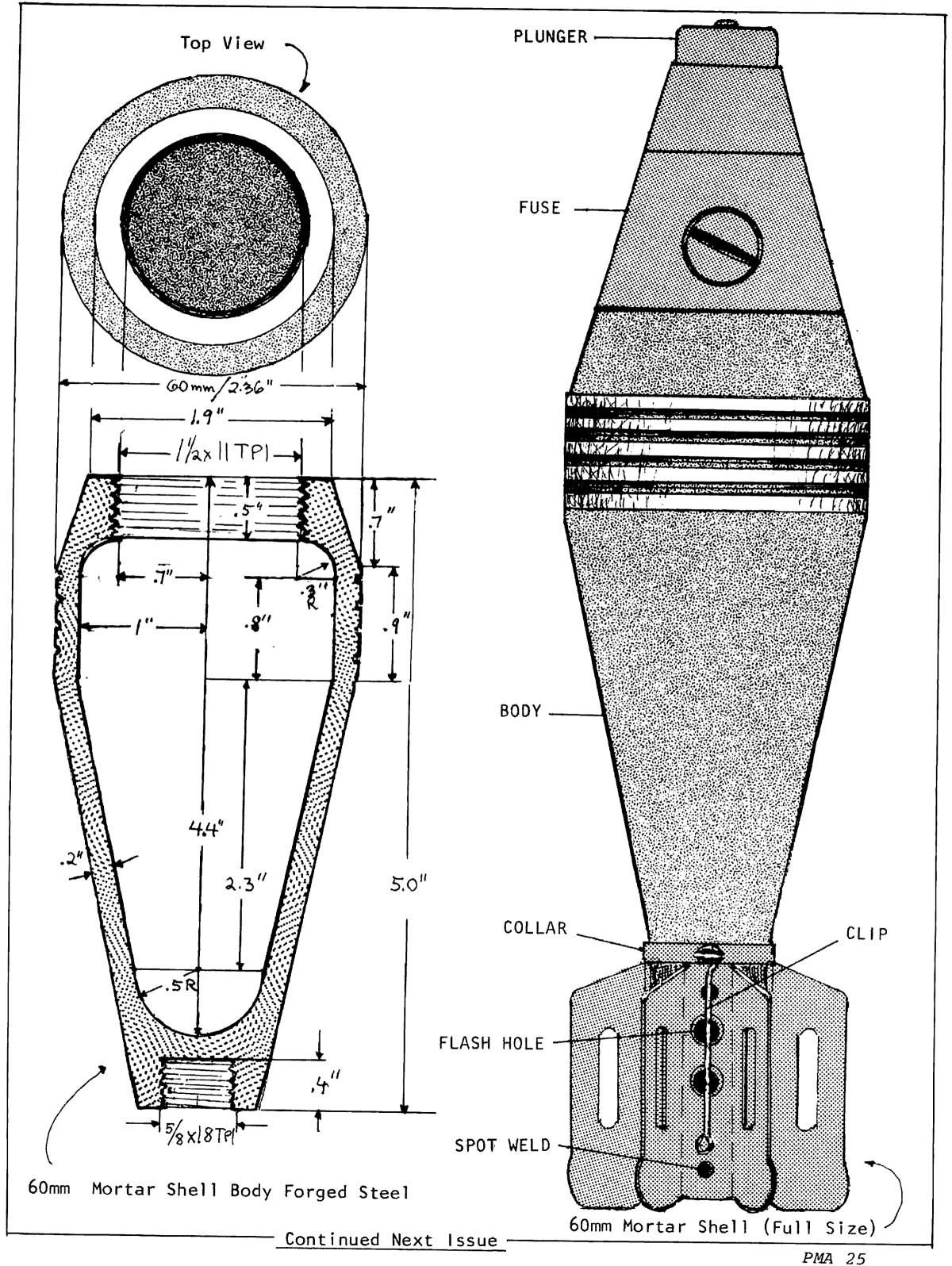


FIGURE 12. WORKING PARTS OF M52 FUZE

When the shell hits the ground, the striker is compressed and drives the firing pin into the primer of the slider detonator. The flash from the primer ignites the detonator, which in turn explodes the booster lead and the booster. The explosion of the booster detonates the TNT filler in the body of the shell.



60mm Mortar part 2 BY CLYDE BARROW

NOTE: Please make the following corrections on pp.23 and 25 of Vol.2/Issue 1

PP. 23- Clip collar assembly ID is .95" (not .095").

- The third row of vent holes in the tail body tube is 1.1" from the base (not 1.0").

PP. 25 - Diameter of shell mouth is 1.4"ID

- Inside threads on the mouth of the shell are 1%"x12 threads per inch (not 1%x11 TPI).
- Body OD at the base is .95" (not shown).
- Inside radius of the Bourrelet section is .9" (not 1.0"). Wall thickness in this section should be held to .23" min./.28" max.

The info presented in part one of this article (Vol II, No.1) was based on measurements taken from a 60 mm practice round. I have since obtained copies of government machinist drawings for the 60 mm round. This material was de-classified after WW II, so PMA is free to reprint it. The set of copies was both incomplete and illegible in several spots. I've drawn

the missing pieces with estimated dimensions. Included are several notes to clarify unreadable items.

Readers familiar with working from blueprints should have no trouble. If your needs are for a more simplified set of dimensions, the chart on page seven of issue one can be used. Round off the four place decimal numbers to simple fractions.

Example: The plans specify the fuze body length as 1.77"-.02" long. The engineer has allowed the finished length to vary from 1.77" (max) to 1.75" (min). You may find it appropriate to simply list the finished length as 1.75" or even 1-3/4."

I've devoted a great deal of space to this material because the information can be applied to a variety of other weapons projects.

Example: Compare the specs for the rough shell castings and forging (pg.58) with the dimensions of the finished shell (pg.59). Note that the dimensions for the shell interior must be correct after casting or forging, as no further machine work is done inside the shell. On the other hand, all exterior surfaces are cast or forged oversized to allow for final shaping on a lathe. The relationsip of the rough and finished measurements can be used as a guideline when designing molds, cores and forging tools for similar projects.

Notes on Filler and Booster Charge:

TNT (Trinitrotoluene) is produced from toluene, sulfuric acid, and nitric acid. It is a powerful high explosive with a velocity of detonation of about 21,000 feet per second. It is well suited for steel cutting, concrete breaching, and general demolition.

TNT is relatively insensitive to shock. It will not detonate on the strike of a single rifle bullet, but may do so under sustained machinegun or rifle fire. TNT may vary in color from a pale yellow to an orange. Its color is influenced by time and by the purity of the explosive. TNT is crystalline and is issued in pressed form. It can be steam melted. It burns at 266° F. Small quantities (up to 1 pound) of it may be burned in open areas without fear of detonation.

TNT is toxic; TNT dust should not be inhaled in quantity or allowed to contact the skin excessively. The gases produced by an explosion of TNT are poisonous. Tetryl

Tetryl (trinitrophenylmethylnitramine) is a fine, yellow crystalline which is more powerful than TNT. Pure tetryl is too shocksensitive to be used as a demolition explosive; however, when small quantities are compressed into pellet form it is perfectly safe. Tetryl booster pellets are commonly used in bursting projectiles to assure the detonation of a less sensitive filler explosive. Tetryl is also compounded with TNT to form the demolition explosive tetryol.

Tetryl is practically nonhygroscopic and is insoluable. Tetryl will detonate if exposed to a temperature of 500° F.

SHELL BODIES - STEEL GRADES

Type A-Forging-WD 55-1 carbon 0.18-.028% Type B-Rolled Plate - WD 1020 Steel

Type D-Casting-Cast Steel

Type F-Stamped and Drawn Plate Type G-Stamping-WD 1010 Steel

AA - Casting <u>Shell Bodies</u>

Most small shops will not be able to produce steel castings, and will have to use gray iron, brass or an aluminum alloy. Iron is prefered, but most home foundries are set to pour brass and aluminum only. One furnace capable of melting iron is featured on pg.73 of this issue. Use of alternate shell body materials will require slight adjustments in dimensions to maintain proper weight, shell capacity and wall strength.

BB - Forging Shell Bodies

The above furnace (pg.73)will also be sufficient to allow hot forging. Refer to Vol II, No.1 for info on shell forging in the small shop. The 60mm shell is similar to the 81 mm shell shown.

CC - Dieforming Shell Bodies

The info for dieforming shell bodies was not included in set of drawings. In general, body halves are pressed from flat pieces of sheet steel. The completed halves are joined by welding as outlined on page 59. As with the other types of shell production, all interior dimensions should be correct after pressing. After welding the outside is machined to the specs on page 59.

DD - Shell Body OD - <u>CRITICAL</u>

The mortar barrel is constructed from 2.75 OD-2.375 ID steel seamless mechanical tubing. Manufacturing tolerances require tubing ID to be honed to .005"/.010" oversized (2.380"+.005"). It is therefore critical that finished shell bodies (including painting and marking) are able to slip through a 2.364" max ID ring gage. Max OD of completed tail assembly is 2.375"-.005".

EE - Thread Cutting

The following sizes of taps and dies are needed to complete the 60mm mortar round. Items marked NF (National Fine) are available from most auto supply or hardware stores. Those marked NS (non-standard) are special sizes that must be obtained from tool suppliers like B-Square Co. (see Vol II, No.1, pg. 13) or Field Tool Supply Co., 2350 N.Seeley Ave., Chicago, ILLINOIS 60647.

If you are limited to the use of standard NF taps and dies, convert the NS sizes to their NF equivilant as shown in the chart.

Standard Taps/Dies:			
$1-1/2 \times 12$	NF -ava	ilable	locally
$ 5/16 \times 24$	NF -	11	#1
1/4 x28	NF -		
<pre>Special Tap/Dies:</pre>			
1-1/8x20	(NS) or	use 1	-1/8x12 NF
9/16 x24 3/4 x18	(NS) "	" 9,	/16 x18 NF
3/4 X18	(N2)	3,	/4 x16 NF

In lieu of taps/dies, all thread cutting, (except in the three small holes in the fuze body) can be done on a thread cutting lathe.

FF - Machining

Almost all remaining machine work, including all small parts, can be done on a metal cutting lathe. All holes can be drilled with a drill press. A rotary indexing table for the drill press is not essential, but it simplifies locating the various holes in the fuze body in proper relation to each other. (90° and 40° from reference lines).

The only flat machining required is slotting and milling a flat on the slider assembly. This can also be done w/a file or hand grinder or by clamping the piece in a horizontal feed unit on a drill press. The work is fed into a grinding stone mounted in the drill's chuck.

Note that various parts can be made from aluminum, zinc, brass or steel, depending upon availability.

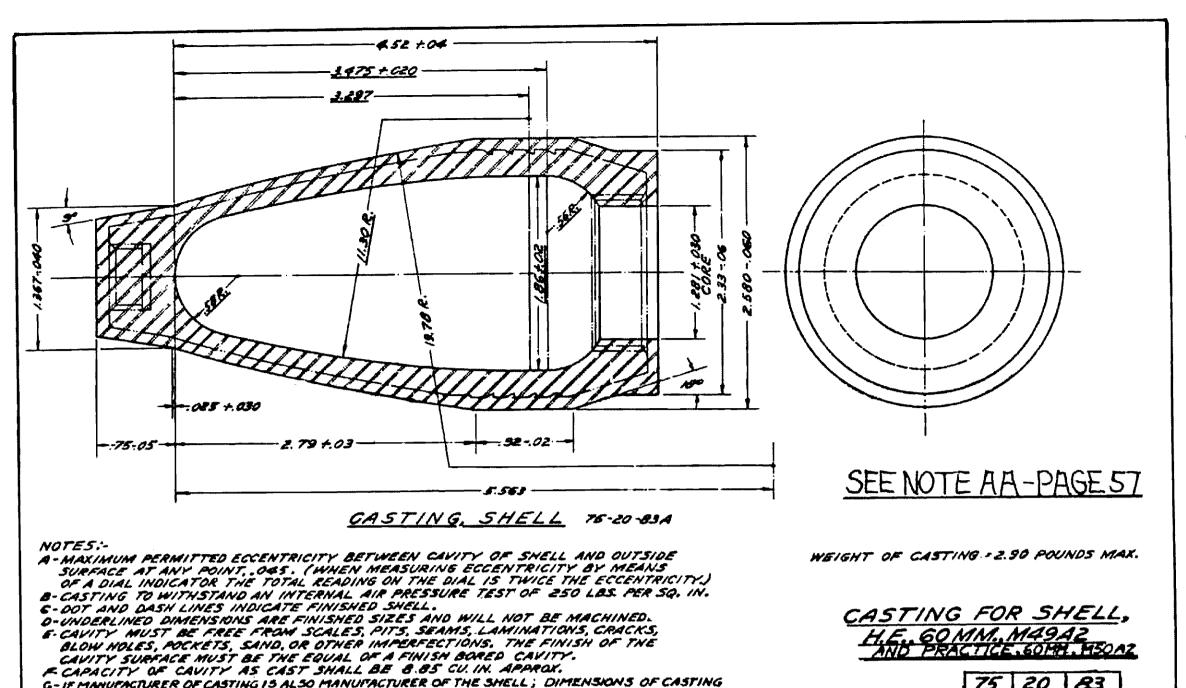
Spring making is a complex process. Appropriate springs should be obtained readymade to insure reliability.

GG - Die Forming/Die Casting

Punch and die info for stamping out and forming the striker and booster cup will be covered in Vol II, No.3 & 4. These parts can also be machined from solid stock or from tube and flat stock as shown.

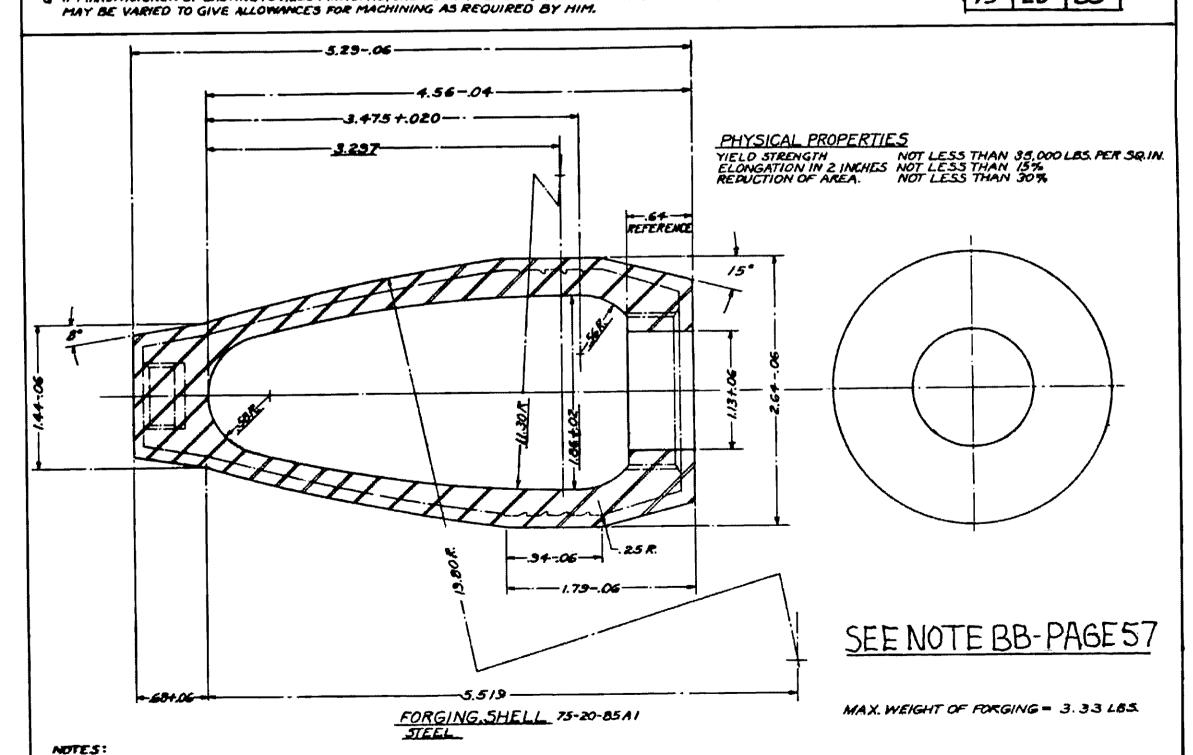
PLAT MINISTER WELD OR SILVER TUGE ! SECTION

Production of die casting molds for the fuze body and head assemblies are beyond the scope of the small shop. These pieces can be produced as oversized sand castings machined to finished size.



G-IF MANUFACTURER OF CASTING IS ALSO MANUFACTURER OF THE SHELL; DIMENSIONS OF CASTING

75 20 83



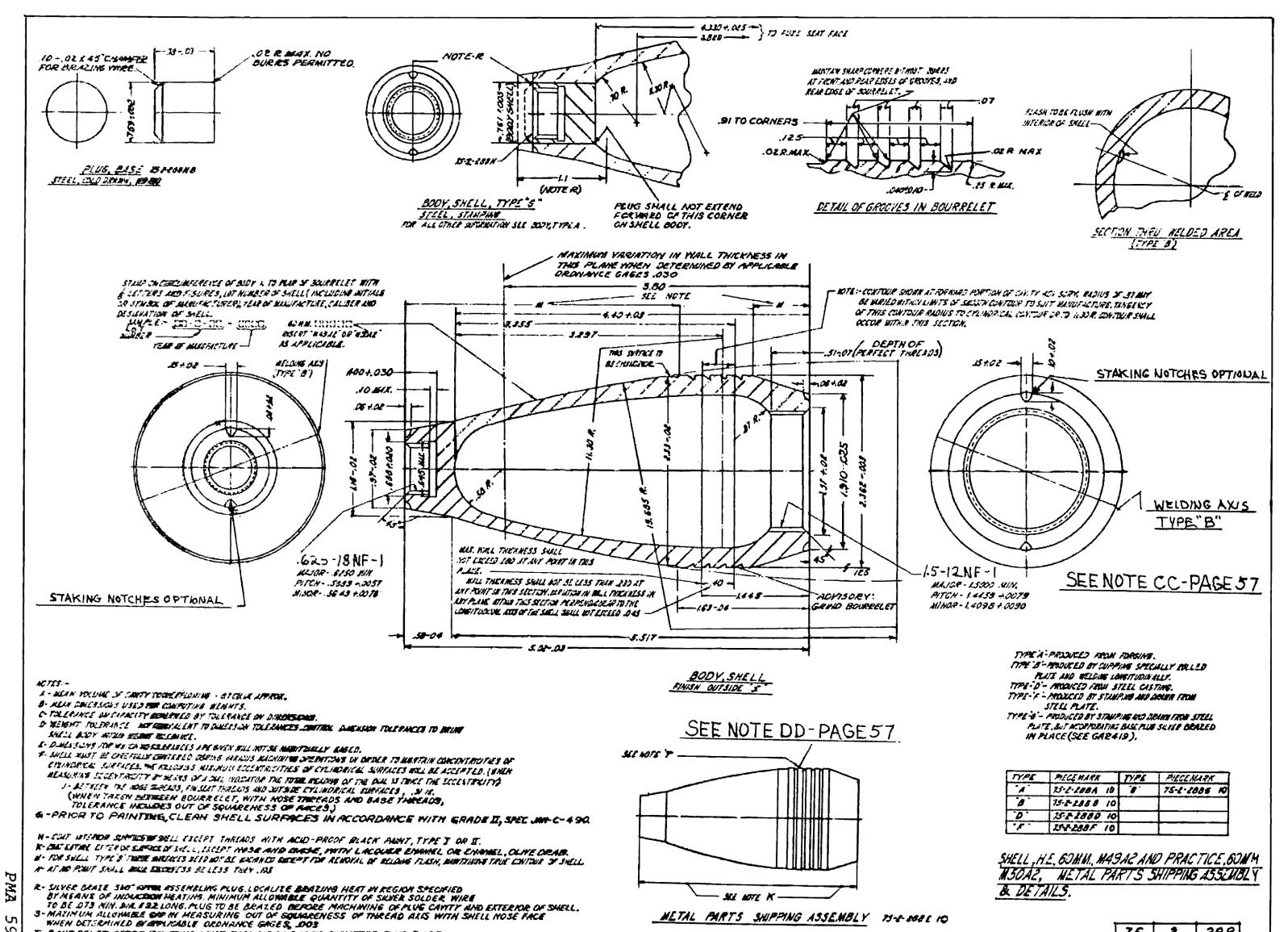
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B. DOT AND DASH LINES REPRESENT FINISHED SHELL.

C. MAXIMUM PERMITTED ECCENTRICITY BETWEEN SHELL CAVITY AND OUTSIDE SURFACE AT ANY POINT, .O.4 (WHEN MEASURING ECCENTRICITY BY MEANS OF A DIAL INDICATOR, THE TOTAL READING ON THE DIAL IS TWICE THE ECCENTRICITY).

D. IF NAMEACTURER OF FORGING IS ALSO MANUFACTURER OF THE SHELL; DIMENSIONS OF FORGING MAY BE VARIED TO GIVE ALLOWANCES FOR MACHINING AS REQUIRED BY HIM.

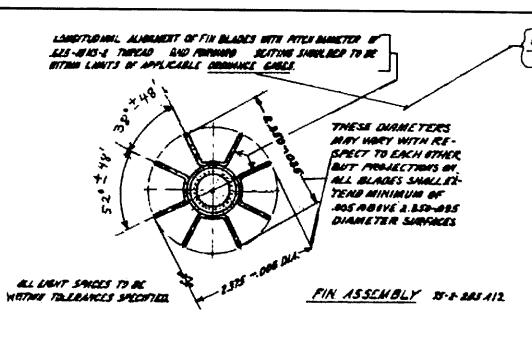
FORGING FOR SHELL, H. E. GOMM. M49A2 AND PRACTICE GOMM.M5QA2



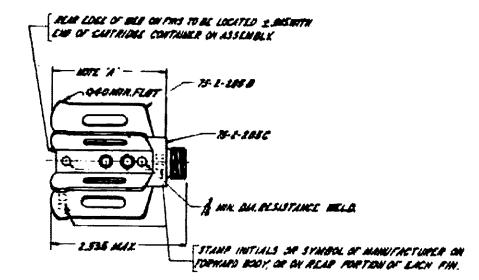
T-BOURRELET AFTER PRINTING MUST PASS A LIGHBLAK DIMMETER RING GAGE.

SEE MOTE K-

METAL PARTS SHIPPING ASSEMBLY 13-4-1081 10



COMPLETED ASSEMBLY MUST PASS THROUGH A 2.375 MAX ID RING GAGE - THIS IS CRITICAL!



MOTES

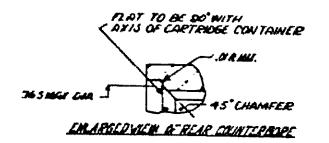
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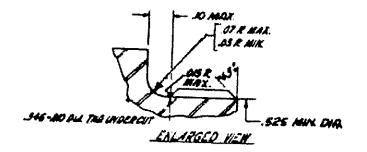
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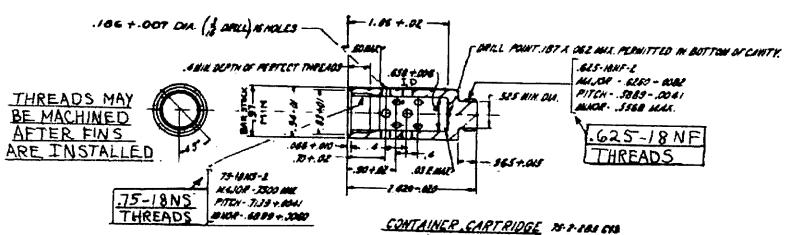
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NOTE: REFER TO PAGE 23-VOL. TWO / #ONE





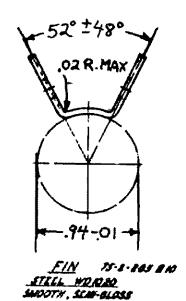


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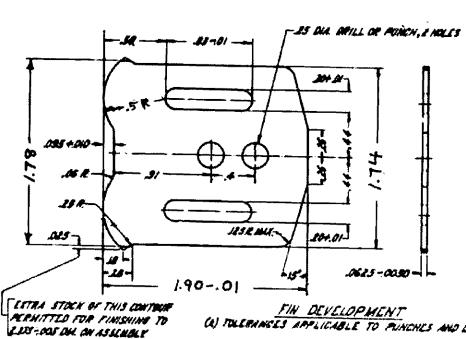
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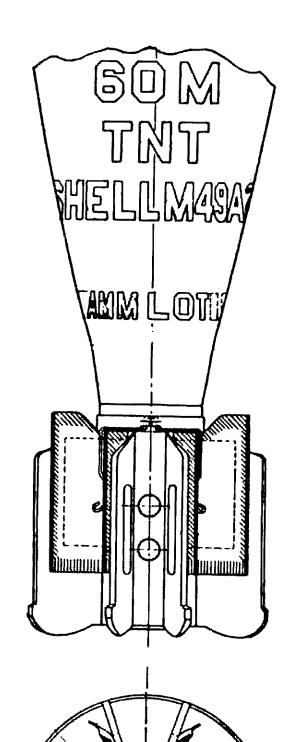
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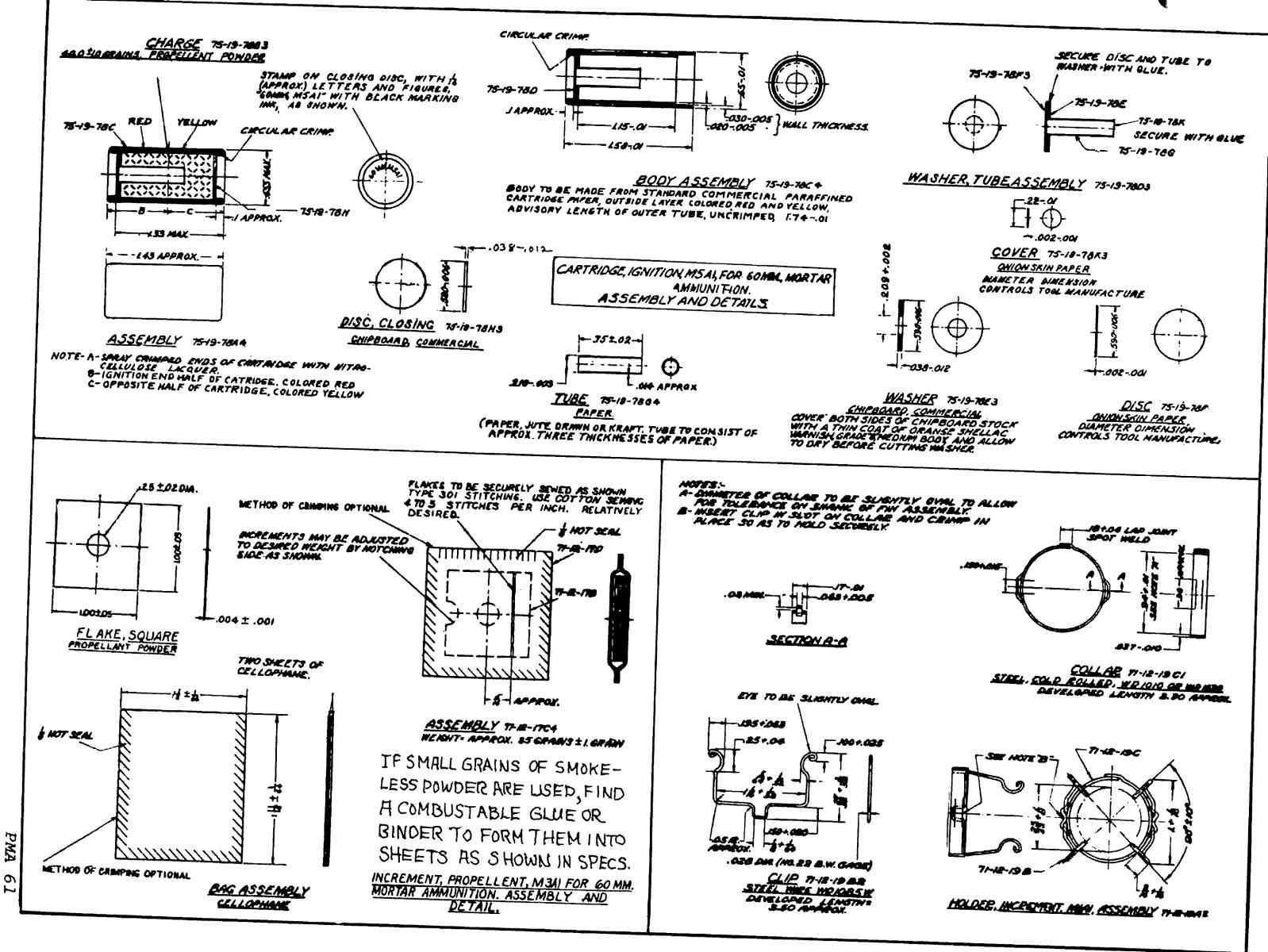
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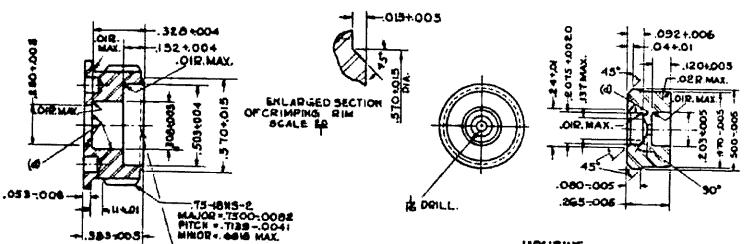
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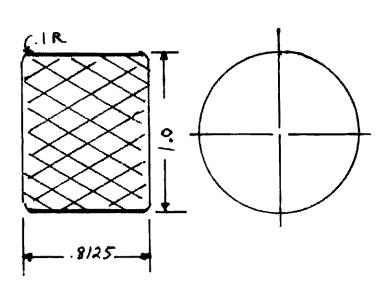
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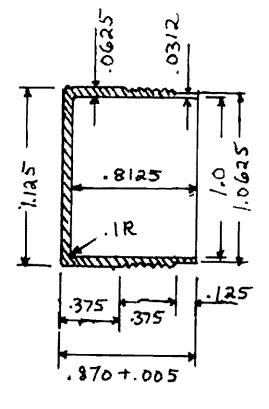
BOOSTER AND DETONATOR ASSEMBLY AND DETAILS 73-1/73-2

TETRYL WEIGHTS ARE GI SPECS

REMAINING SPECS ARE ESTIMATES ONLY



BOOSTER PELLET 73-1-1642 256.0 GRAINS TETRYL PRESS INTO BOOSTER CUP



BOOSTER CUP 73-1-164F ALUMINUM BASE ALLOY CASTING

