

Ammo: 5.45x39mm Soviet/Russian

Overview

The 5.45x39mm is the modern standard for the Russian Armed Forces (AFRF). Designed as a response to the NATO 5.56mm, it features a high velocity and flat trajectory. It is famous for its “poison bullet” effect—an extreme tumbling (yaw) upon impact—making it devastating against unarmored targets even with standard ball rounds.

Modern Combat Rounds

7N10 (Enhanced Penetration)

- **Visual ID:** Purple/Violet Ring
- **Role:** Standard Issue (Current)
- **Description:** The 7N10 is the primary “improved” round for modern Russian infantry. It features a lengthened steel core to bridge the gap between ball and armor-piercing rounds.
- **Pros:** Good balance of availability and penetration; reliably defeats mid-tier body armor.
- **Cons:** Struggles against heavy Level IV ceramic plates.

7N22 (Armor Piercing)

- **Visual ID:** Black Tip / Dark Ring
- **Role:** Specialized Anti-Armor
- **Description:** The 7N22 utilizes a hardened high-carbon steel penetrator. This is the direct answer to high-end NATO body armor.
- **Pros:** Excellent armor penetration; maintains lethal energy through light cover (plywood/car doors).
- **Cons:** Rare in common stockpiles; slightly lower “flesh damage” due to the rigid core design.

7N24 (Super Armor Piercing)

- **Visual ID:** Black Tip / Specialized Markings
- **Role:** Elite Anti-Armor
- **Description:** Often referred to as the “Tungsten” round, the 7N24 features a tungsten-carbide core for maximum penetration.
- **Pros:** Will punch through nearly any infantry-scale armor available in RHS.
- **Cons:** Extremely rare; tends to over-penetrate unarmored targets, resulting in lower immediate “stopping power.”

Legacy & Specialty Rounds

7N6 / 7N6M (Ball)

- **Visual ID:** Red Ring / Plain
- **Role:** Cold War Standard
- **Description:** The original 5.45 round. Famous for its internal hollow air pocket in the tip that causes the bullet to tumble immediately upon impact.
- **Pros:** Devastating soft-tissue damage; extremely high fragmentation in unarmored targets.
- **Cons:** Very poor penetration against modern ceramic ballistic plates.

7U1 (Subsonic)

- **Visual ID:** Black Tip with Green Ring
- **Role:** Subsonic / Stealth
- **Description:** Specifically designed for use with the **PBS-4 Suppressor**.
- **Pros:** Nearly silent; eliminates the supersonic “crack,” allowing for covert sentry removal.
- **Cons:** **Severe trajectory drop.** Muzzle velocity is ~300 m/s. Effective range is limited to <100m.

Tracers & Signalling

Type	Matching Round	Notes
7T3	7N6 / 7N6M	Green tip. Standard Soviet tracer (Green trace).
7T3M	7N10 / 7N22	Improved tracer with longer burn time and better ballistic matching.

Ballistic Comparison Table

Round	Weight	Velocity	Armor Pen.	Soft Damage	Ideal Range
7N6M	53 gr	High	Low	Very High	0 - 350m
7N10	56 gr	High	Medium	High	0 - 400m
7N22	57 gr	High	High	Medium	0 - 400m
7N24	63 gr	High	Extreme	Low	0 - 350m
7U1	80 gr	Subsonic	Very Low	High	0 - 100m

Deployment Summary

- **Frontline Infantry:** Standardize on **7N10**. It is the most versatile round for the modern “armored” AI meta in Arma 3.
- **Special Operations:** Prioritize **7N22** or **7N24** for missions where heavy Western-standard plate carriers are expected.
- **Stealth Infiltration:** Use **7U1** only in conjunction with a **PBS-4 suppressor**. Ensure your optics are zeroed specifically for subsonic velocity.
- **Machine Gunners (RPK-74):** Use a mix of **7N10** and **7T3M** tracers to walk fire onto targets at range.

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