

# 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)
  - 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
  - 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 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 StandardThe 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 / StealthSpecifically 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

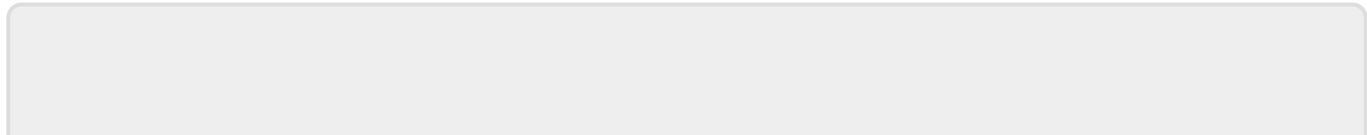
Type	Matching Round	Notes
<b>7T3</b>	7N6 / 7N6M	Green tip. Standard Soviet tracer (Green trace).
<b>7T3M</b>	7N10 / 7N22	Improved tracer with longer burn time and better ballistic matching.

## Ballistic Comparison Table

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