

# Ammo: 5.56x45mm NATO

## Overview

The 5.56x45mm NATO is the primary intermediate cartridge for US Forces. It is characterized by low recoil and high velocity. However, its effectiveness relies on **fragmentation** and **penetration**, both of which vary wildly between the variants listed below.

## Modern Combat Rounds

### M855A1 EPR (Enhanced Performance Round)

\* **Visual ID:** Bronze/Silver Exposed Tip \* **Role:** Standard Issue (Current) The “EPR” is the modern solution to the shortcomings of older 5.56mm rounds. It features a lead-free slug with a hardened steel penetrator.

- **Pros:** Best-in-class general penetration; “barrier-blind” (maintains trajectory through glass/wood); consistent lethality against armored AI.
- **Cons:** Higher chamber pressure; slightly more recoil than legacy rounds.

### Mk318 Mod 0 (SOST)

\* **Visual ID:** Open Tip / Lead Cliff \* **Role:** Carbine / Urban Optimized Developed for the USMC to improve performance in short-barreled weapons like the Mk18. It is designed to fragment on impact while the rear “solid” portion continues through cover.

- **Pros:** Optimized for CQB; excellent “stopping power” on unarmored targets.
- **Cons:** Ballistic coefficient is lower than M855A1; performance drops off past 300m.

### Mk262 Mod 1 (OTM)

\* **Visual ID:** Black Ring / Open Tip \* **Role:** Long Range / Marksman A heavy 77-grain Match round. While it lacks a steel penetrator, its mass allows it to retain energy at much longer distances.

- **Pros:** Highest damage-per-shot in the 5.56 family; extremely stable in high-wind conditions; effective out to 700m.
- **Cons:** Lower muzzle velocity; poor performance against heavy plating.

## Legacy & Specialty Rounds

## M193 (Ball)

\* **Visual ID:** Plain / No Tip \* **Role:** Cold War / High Velocity The original 55-grain round for the M16A1. It relies on extreme velocity to “shatter” (fragment) upon impact.

- **Pros:** Very high muzzle velocity; devastating against unarmored “insurgent” type targets.
- **Cons:** Virtually zero penetration against modern body armor; loses effectiveness rapidly from short barrels.

## M855 (Ball)

\* **Visual ID:** Green Tip \* **Role:** Legacy Standard (Pre-2010) The “Penetrator” round used for decades. It features a small steel insert.

- **Pros:** Plentiful in most missions; decent mid-range performance.
- **Cons:** Infamous for “over-penetration” (passing through targets without damage); struggles against modern Level IV plates.

## M995 (AP)

\* **Visual ID:** Black Tip \* **Role:** Specialized Anti-Armor Utilizes a tungsten carbide core specifically designed to defeat hardened targets.

- **Pros:** Can penetrate heavy body armor and light vehicle skin (unarmored trucks/technical rails).
- **Cons:** Very low “flesh damage”; rare availability.

## Tracers & Signalling

Type	Matching Round	Notes
<b>M196</b>	M193	Red/Orange tip. Legacy tracer with shorter burn time.
<b>M856</b>	M855	Standard red tracer. Consistent burn.
<b>M856A1</b>	M855A1 (EPR)	Modern tracer. Features “Dim Trace” to prevent blinding the shooter.

## Ballistic Comparison Table

Round	Weight	Velocity	Armor Pen.	Soft Damage	Ideal Range
<b>M193</b>	55 gr	Extreme	Very Low	High	0 - 200m
<b>M855</b>	62 gr	High	Low	Medium	0 - 300m
<b>M855A1</b>	62 gr	High	High	High	0 - 450m
<b>Mk318</b>	62 gr	Medium	Medium	Very High	0 - 250m
<b>Mk262</b>	77 gr	Moderate	Low	Extreme	300 - 700m
<b>M995</b>	52 gr	High	Extreme	Low	0 - 400m

## Deployment Summary

- **General Infantry:** Standardize on **M855A1 (EPR)**. It is the most reliable round for 90% of Arma 3 engagements.
- **Point-men / Breachers:** Use **Mk318** for superior performance through doors and windows.
- **Designated Marksmen:** Use **Mk262** for a flatter, more predictable trajectory at long range.
- **Historical Scenarios:** Use **M193** for Vietnam/80s era kits, but aim for the head or unarmored limbs.

From:

<https://thecollectivegc.com/wiki/> - **The Collective Gaming Community**

Permanent link:

[https://thecollectivegc.com/wiki/arma\\_3:ammo:556x45?rev=1767505042](https://thecollectivegc.com/wiki/arma_3:ammo:556x45?rev=1767505042)

Last update: **2026/01/04 05:37**

