

Ammo: 5.45x39mm Soviet/Russian

Overview The 5.45x39mm is the modern standard for the Russian Armed Forces (AFRF). It was designed to counter the NATO 5.56mm, offering high velocity and a flat trajectory. It is famous for its "poison bullet" effect (extreme tumbling upon impact), though its effectiveness against modern plates depends heavily on the specific 7N-series variant used.

Modern Combat Rounds

==== 7N10 (Enhanced Penetration) ==== * **Visual ID:** Purple/Violet Ring * **Role:** Standard Issue (Post-1994) The current "general purpose" round for frontline units. It features a lengthened steel core to improve penetration over the older 7N6. * **Pros:** Good balance of availability and penetration; effective against mid-tier body armor. * **Cons:** Struggles against heavy Level IV/V ballistic plates.

==== 7N22 (Armor Piercing) ==== * **Visual ID:** Black Tip / Dark Ring * **Role:** Specialized Anti-Armor Utilizes a hardened high-carbon steel penetrator. This is the Russian answer to high-end NATO body armor. * **Pros:** Excellent armor penetration; maintains lethal energy through light cover. * **Cons:** Rare in common stockpiles; slightly lower "flesh damage" due to rigid core.

==== 7N24 (Super Armor Piercing) ==== * **Visual ID:** Black Tip / Specialized Markings * **Role:** Elite AP The "Tungsten" round. Features a tungsten-carbide core for maximum penetration. * **Pros:** Will punch through almost any infantry-scale armor in Arma 3 RHS. * **Cons:** Extremely rare; limited utility against unarmored targets (over-penetration).

Legacy & Specialty Rounds

==== 7N6 / 7N6M (Ball) ==== * **Visual ID:** Red Ring / Plain * **Role:** Cold War Standard The original 5.45 round. Famous for its hollow air pocket in the tip that causes the bullet to tumble (yaw) immediately upon impact. * **Pros:** Devastating soft-tissue damage; extremely high fragmentation. * **Cons:** Very poor penetration against modern ceramic plates.

==== 7U1 (Subsonic) ==== * **Visual ID:** Black and Green Tip * **Role:** Stealth / Suppressed Specifically designed for the AK-74 with a PBS-4 suppressor. * **Warning:** Extreme bullet drop. This round travels at ~300 m/s. Use only for short-range stealth sentry removal. * **Pros:** Nearly silent when used with a PBS-4 suppressor. * **Cons:** Minimal effective range; requires significant hold-over.

==== 7T3 (Tracer) ==== * **Visual ID:** Green Tip * **Role:** Signalling The standard green tracer for the 5.45 family. * **Notes:** Matches the ballistics of 7N6. Essential for machine gunners (RPK-74) to track fire.

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
7T3	50 gr	High	Low	Medium	0 - 300m
7U1	80 gr	Subsonic	Very Low	High	0 - 100m

Deployment Summary

* **Frontline Rifleman (AK-74M / AK-12):** Standardize on **7N10**. It provides the necessary penetration for modern combat environments. * **CQB / Urban Ops:** Prioritize **7N22** if available to ensure targets behind light cover or in heavy vests are neutralized quickly. * **Stealth Infiltration:** Use **7U1** only in conjunction with the **PBS-4 suppressor**. Ensure optics are zeroed for subsonic travel. * **Guerilla / Insurgent Ops:** Expect to find **7N6**. Aim for "soft spots" (limbs/face) if the enemy is wearing heavy NATO-standard armor.

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