

FM 4-30: Guerrilla Ordnance Guide (Condensed)

Battle Quotes

"The soldier is the Army. No army is better than its soldiers. The soldier is also a citizen. In fact, the highest obligation and privilege of citizenship is that of bearing arms for one's country."

— General George S. Patton Jr.

1. PURPOSE

To provide a condensed, quick-reference guide for all common small arms munitions and ordnance. Ammunition is our most precious resource. This document enables commanders and fighters to identify and employ the correct ordnance to maximize lethality and conserve assets. Make every shot count.

2. AMMUNITION DESIGNATORS

Designator	Description	Tactical Assessment
Subsonic	Travels below the speed of sound, eliminating supersonic "crack."	Requires a suppressor for stealth. Use for covert sentry removal. Reduced range/penetration.
Tracer	Pyrotechnic base leaves a visible light trail.	Excellent for directing fire but immediately reveals your position. Use sparingly (e.g., 4:1 mix).
IR-DIM	Infrared tracer visible only with NVGs.	A decisive night-fighting advantage. Allows fire direction without revealing position to the naked eye.

3. SMALL ARMS AMMUNITION

NOTE: Magazine Standards: STANAG vs. PMAG

"STANAG" refers to the NATO standardization agreement, not a specific magazine. Polymer magazines (PMAG, etc.) are built to this standard and are functionally interchangeable with standard metal magazines.

Caliber	Designation	Type	Tactical Assessment & Recommended Use
.50 / 12.7mm	M33 Ball	Anti-Materiel	Primary tool for destroying light vehicles & static weapons. Devastating vs. personnel and cover.
5.45x39mm	7N6 / 7N6M	Standard Ball	General purpose. Effective vs. unarmored targets. Use freely.
	7N10	Enhanced Pen.	Workhorse armor-defeating round. Use for assaults on military positions.
	7N22	Armor Piercing	Highest penetration. Reserve for confirmed heavy infantry threats.

Caliber	Designation	Type	Tactical Assessment & Recommended Use
	7T3M	Tracer	Load in RPK-74 magazines for support gunners.
	7U1	Subsonic	Suppressed AKS-74U only. For covert, close-range work.
5.56x45mm	M193	Standard Ball	Excellent vs. unarmored targets (police). Less effective vs. armor or from short barrels.
	M855A1 (EPR)	Enhanced Pen.	PRIMARY COMBAT ROUND. Excellent all-around performance against armor and cover.
	M856A1	Tracer	Tracer counterpart to M855A1. For support gunners.
	Mk262 Mod 1	Sniper Grade	SNIPERS/DMRs ONLY. Exceptional accuracy and terminal performance. Do not waste.
	Mk318 Mod 0	Barrier-Blind	URBAN COMBAT & VEHICLE AMBUSH. Defeats glass/car doors effectively.
	SBLR	Short Barrel	Optimized for carbines with barrels <14.5". Provides better lethality in SBRs.
7.62x39mm	57-N-231	Standard Ball	Good vs. light cover and unarmored targets. Poor vs. modern armor.
	57-N-231S	Tracer	Load in RPK magazines for support gunners.
7.62x51mm	7N1 / 7N14	Sniper Grade	SNIPERS ONLY. Strategic asset for long-range engagements. Use is restricted.

4. GRENADES AND EXPLOSIVES

Category	Designation	Type / Mechanism	Tactical Employment
Anti-Tank	RKG-3EM	Hand Grenade, Shaped Charge	Close-range ambush of light armor (top armor). High risk to user.
Concussion	Fakel / M84	Stun / "Flashbang"	Room clearing. Disorients targets for several seconds. Enter on detonation.
Fragmentation	M67 / RGD-5	Timed Frag (3-5s)	Standard offensive/defensive grenade. Effective for clearing rooms and trenches.
	RGN / RGO	Impact/Timed Frag	Highly effective. Impact fuze gives targets no time to react. RGO has larger defensive radius.
	VOG ("Khattabka")	Improvised Frag	Field-modified VOG round. Unreliable and dangerous, but potent. Use as a last resort.
Incendiary	M14 TH3	Thermite	Equipment destruction. Burns hot enough to destroy radios, weapons, or engine blocks.
	M15 WP	White Phosphorus	Area denial & smoke. Ignites on contact with air, creates smoke, causes severe burns.
Smoke	RDG-2 / NSP-N	Smoke Screen	Essential for maneuver. Use to screen movement, blind enemy positions, or mark locations.

5. COMMANDER'S IMPERATIVE

Logistics win wars. A commander who cannot account for their ammunition and ensure it is used to its maximum potential is a commander who has already failed. Know your rounds. Use them with discipline. Make every shot count.

Battle Quotes

"The supreme art of war is to subdue the enemy without fighting."

— Sun Tzu

From:

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

Permanent link:

https://thecollectivegc.com/wiki/arma_3:small_arms?rev=1754258813

Last update: **2025/08/03 22:06**

