

# Intermediate Rifle Ammunition

Covers the stats of intermediate rifle ammunition.

- [.338 Spectre](#)
- [6.5 Grendel](#)
- [.300 Blackout](#)
- [.224 Valkyrie](#)
- [5.56 NATO](#)
- [9x39](#)
- [7.62x39](#)
- [5.45x39](#)
- [4.73x33mm Caseless](#)
- [.300 Savage](#)
- [.264 USA](#)
- [.220 Swift](#)
- [.22-250 Remington](#)
- [4.4x55mm AMJ Custom](#)
- [6.5x38mm Caseless](#)
- [6mm ARC](#)

# .338 Spectre

## Overview

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.338 Spectre is a cartridge is intended to fill the gap between traditional pistol caliber cartridges and existing rifle cartridges. .338 Spectre offers ballistic performance that is comparable to .44 Magnum. .338 Spectre is generally subsonic and works well when suppressed.

## Stats

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Ammunition Type	Damage	Bullet Velocity (m/s)	Barrier Penetration	Armor Piercing
SMK300	10.9	160	1.7	4
Nosler 180gr	9.8	230	1.6	5
Hornady Interlock 250gr	10.78	310	1.8	5
Lehigh APRE 230gr	8.19	280	5	87
SBR 225gr	10.4	230	1.83	4

Note: Barrier penetration represents the rounds ability to go through walls and barriers. Armor piercing represents the rounds ability to penetrate body armor plates.

# 6.5 Grendel

## Overview

The **6.5mm Grendel** (6.5×39mm) is an intermediate cartridge designed by Arne Brennan, Bill Alexander and Janne Pohjoispää as a low-recoil, high-accuracy cartridge specifically for the AR-15 platform at medium/long range (200–800 yard). The 6.5mm Grendel design goal was to create an effective 200–800 yard STANAG magazine-length cartridge for the AR-15 that surpassed the performance of the native 5.56mm NATO/.223 Remington cartridge. Constrained by the dimension of the magazines, the Grendel designers decided to use a shorter, larger diameter case for higher powder volume while allowing space for long, streamlined, high-ballistic coefficient (BC) bullets.

## Stats

Ammunition Type	Damage	Bullet Velocity (m/s)	Barrier Penetration	Armor Piercing
PPU 110gr	10.7	830	1.8	4.4
TSX 120gr	11.5	810	2.15	4
TTSX 120gr	13.85	810	2.6	4
TTSX 100gr	12.45	850	1.6	5
AP 125gr	9	820	4.2	118
SLAP 85gr	8.41	1021	5.3	164
Lapua Hunter 265gr	17.41	680	5.3	10
Berger VLD 130gr	12.2	770	1.75	4
Wolf FMJ 100gr	12	850	1.9	5
Wolf FMJ 123gr	13.8	810	2.5	4

Note: Barrier penetration represents the rounds ability to go through walls and barriers. Armor piercing represents the rounds ability to penetrate body armor plates.

# .300 Blackout

## Overview

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The **300 AAC Blackout** also known as **7.62×35mm** is an intermediate cartridge developed in the United States by Advanced Armament Corporation (AAC) for use in the M4 carbine. Its purpose is to achieve ballistics similar to the 7.62×39mm cartridge, or even more similarly, the 7.92×33mm Kurz cartridge in an AR-15 while using standard AR-15 magazines at their normal capacities, it performs particularly well suppressed due to its typically subsonic nature.

## Stats

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Ammunition Type	Damage	Bullet Velocity (m/s)	Barrier Penetration	Armor Piercing
Lehigh CQA	18.7	680	5.4	5
Noveske Varmageddon	20.9	590	0.52	4
Lehigh CF 168gr	26.8	190	1.5	4
Lehigh ME	23.9	170	1.2	4
Lehigh CF 198gr	28	190	1.5	4
SBR AP 125gr	14.5	612	4.1	82

Note: Barrier penetration represents the rounds ability to go through walls and barriers. Armor piercing represents the rounds ability to penetrate body armor plates.

# .224 Valkyrie

## Overview

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The **.224 Valkyrie** (5.6×41 mm) cartridge is a .22 caliber (5.6 mm) rimless bottlenecked intermediate rifle cartridge, developed by Federal Premium Ammunition. .224 Valkyrie uses the same bullet diameter as 5.56×45mm NATO and a necked down larger case from the 6.8 SPC, allowing for heavier bullets and higher muzzle velocity.

The .224 Valkyrie was designed to fill a need for long range small platform modern sporting rifles, the .224 Valkyrie was developed by Federal by taking their proven 6.8 SPC case and necking it down to utilize a .224 diameter projectile. Prior to this, the ability to compete at long range (1000+ meters or yards) was dominated in competition by .308 Winchester and 6.5mm Creedmoor.

.224 offers a lightweight, highly accurate alternative to 7.62x51 and 6.5 Creedmoor.

## Stats

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Note: 343.2 m/s is the subsonic barrier - anything below that is considered subsonic. Subsonic ammunition removes the bullet crack down range making the round better suited to stealth.

Ammunition Type	Damage	Bullet Velocity (m/s)	Barrier Penetration	Armor Piercing
60gr Nosler BT	10.4	1054	1.76	4
75gr ELD Match	11.7	918	2	5
90gr SP	13	804	1.12	5

Note: Barrier penetration represents the rounds ability to go through walls and barriers. Armor piercing represents the rounds ability to penetrate body armor plates.

# 5.56 NATO

## Overview

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5.56 NATO (5.56x45mm NATO) is the standard cartridge for all NATO countries as well as a large number of non-NATO countries.

## M855 (Also called FMJ)

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M855 is a steel penetrator tipped round with a lead core and copper jacket. It is the predecessor to the M855A1 round. It is average at flesh damage and armour penetration. It has the following variations:

- M856 Red Tracer
- M856 Green Tracer
- M856 Yellow Tracer
- M856 Orange Tracer

## M855A1 (Also called EPR)

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M855A1 is an upgraded version of the M855 round with improved velocities and armour penetration capabilities. It has the following variations:

- M856A1 Red Tracer
- M856A1 Green Tracer
- M856A1 Yellow Tracer

## Mk318 (Also called SOST)

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The Mk318 is an open tipped penetrator round designed to inflict high levels of soft tissue damage. It moves slightly slower than M855A1 and is very ineffective at armour penetration. It has no additional variations.

## Mk262 (Also called SBLR)

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Mk262 SPR/SBLR (Special Ball Long Range) is a hollow point match grade round designed for long range accuracy. It has better performance than M855A1 at range as well as better soft tissue

damage. It however has poor armour penetration capabilities. It has no additional variations.

## M995 AP (Armour Piercing)

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M995 AP is a armour piercing tungsten core giving it exceptional armour piercing capabilities. It has average performance on par with M855A1 however it is inferior at range due to the projectile being heavier than it's counterparts. It has no additional variations.

## M193 Ball

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M193 ball is the first type of ammunition first adopted for the M16 platform. M193 is higher velocity than most 5.56 however it possesses inferior armour penetration capabilities to M855. However due to its high velocity and relatively light weight construction it has an extreme tendency to 'tumble' upon impact, resulting in vicious wounds. It has the following variations:

- M196 Tracer Red

## Subsonic

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Subsonic 5.56 is designed for stealth operations. It does not produce a supersonic crack and is quieter to AI making you harder to spot when shooting. It has average performance on par with M855A1 however it falls off massively at range due to its subsonic speed.

## Stats

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Note: 343.2 m/s is the subsonic barrier - anything below that is considered subsonic. Subsonic ammunition removes the bullet crack down range making the round better suited to stealth.

Note: these stats are only accurate to TAU-44s modset and vary wildly from default RHS stats.

<b>Ammunition Type</b>	<b>Damage</b>	<b>Bullet Velocity (m/s)</b>	<b>Barrier Penetration</b>	<b>Armor Piercing</b>
M855A1	9	960	0.94	8.9
M855	9	920	0.44	8
Mk318	15.5500002	950	0.63	6.5

Mk262	10.3	838.20001	0.67	6
M995	8.6	1024	1.8	45
M193	12.3	998	0.5	7.5
Subsonic	9.3	320	1.0	7

Note: Barrier penetration represents the rounds ability to go through walls and barriers. Armor piercing represents the rounds ability to penetrate body armor plates.

# 9x39

## Overview

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The **9×39mm** is a Soviet rifle cartridge, It is based on the Soviet 7.62×39 mm round, but with the neck expanded to fit a 9.3mm bullet. It was developed in the 1980s. The intent was to create a subsonic cartridge for suppressed firearms for special forces units that had more power, range, and penetration than pistol cartridges usually used in such weapons.

## Stats

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Ammunition Type	Damage	Muzzle Energy	Bullet Velocity (m/s)	Barrier Penetration	Armor Piercing
SP5	9.5	800	295	0.222	10
SP6	11.3	800	295	0.952	62

Note: Barrier penetration represents the rounds ability to go through walls and barriers. Armor piercing represents the rounds ability to penetrate body armor plates.

# 7.62x39

## Overview

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7.62x39 due to the relatively low production price, widespread adoption and decent performance 7.62x39 has become one of the most popular and wide spread rounds around the world. This round was adopted by Russia for the AK-47/AKM platform rifle.

## 57-N-231

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57-N-231 is the first variant of 7.62x39 that was adopted. It is a standard FMJ cartridge with relatively average performance.

This round has the following variants:

- 57-N-231P Tracers

## 57-N-231U

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Standard 7.62x39 with a heavier bullet to slow down the overall speed to subsonic levels. Designed to work better with suppressors and eliminate super sonic cracks.

## 57-N-231 (89)

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57-N-231 (89) or 7.62x39 PS is an updated 57-N-231 with an added steel core penetrator to help defeat modern body armour. Was officially adopted in 1989.

## Stats

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Note: 343.2 m/s is the subsonic barrier - anything below that is considered subsonic. Subsonic ammunition removes the bullet crack down range making the round better suited to stealth.

Ammunition Type	Damage	Bullet Velocity (m/s)	Barrier Penetration	Armor Piercing
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57-N-231	8.6	718	0.55	6
57-N-231U	5.79	293	0.455063	2
57-N-231 (89)	8.5	718	0.928505	9

Note: Barrier penetration represents the rounds ability to go through walls and barriers. Armor piercing represents the rounds ability to penetrate body armor plates.

# 5.45x39

## Overview

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With the need for an intermediate higher velocity cartridge to compete with America's relatively new 5.56x45 Russia developed the 5.45x39 cartridge along with the development of the AK-74 to fire it. The performance and capabilities of the new round greatly outweighed those of the antiquated 7.62x39 round and in turn led to the 7.62 round being pushed out of service with the 5.45x39 becoming the new standard round used by Russia.

## 7N6

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7N6 was the first variant of 5.45x39 adopted in 1974. It is a FMJ projectile with similar performance to 5.56x45 ammunition.

This round has the following variants:

- 7T3M is a 7N6 Tracer variant.

## 7N6M

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7N6M is a modernised variant of 7N6 with the M literally standing for "Modernised". 7N6M possesses improved penetration capabilities over its predecessor. While it has better penetrative capabilities it does not out perform 5.56x45, almost all variants of 5.56x45 greatly out perform it in armour and barrier penetration.

## 7N10

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7N10 is a further improved penetration round which was developed in an attempt to compete with 5.56x45. Although it is a massive improvement over 7N6M it is still outperformed by most 5.56 variants.

## 7N22

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7N22 is an armour penetration round designed with the specific purpose of defeating modern body armours (at the time as it was adopted in 1998). The round was designed with a steel perpetrator in the bullet and possesses similar capabilities to that of 5.56x45 M855A1.

# 7U1

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7U1 is a subsonic variant on 7N6 with a much heavier bullet and reduced powder charge to bring the speed of the round down to subsonic speeds to work better with suppressors and eliminate supersonic cracks. However the performance is greatly effected by the change.

## Stats

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Note: 343.2 m/s is the subsonic barrier - anything below that is considered subsonic. Subsonic ammunition removes the bullet crack down range making the round better suited to stealth.

<b>Ammunition Type</b>	<b>Damage</b>	<b>Bullet Velocity (m/s)</b>	<b>Barrier Penetration</b>	<b>Armor Piercing</b>
7N6	9	915	0.216216	8
7N6M	9.3	880	0.231884	8.5
7N10	9.5	880	0.618357	8.7
7N22	9.8	890	0.939794	12
7U1	3.86	303	0.216216	4

Note: Barrier penetration represents the rounds ability to go through walls and barriers. Armor piercing represents the rounds ability to penetrate body armor plates.

# 4.73x33mm Caseless

## Overview

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The 4.73x33mm is a caseless munition which consists of a projectile nestled within a cuboid block of propellant. It suffered from cook offs and feeding problems during the ammunitions initial testing mostly due to the inability to easily eject unfired projectiles or to disperse heat in the form of casings. This round is only fired by the H&K G11 K2.

## Stats

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<b>Ammunition Type</b>	<b>Damage</b>	<b>Bullet Velocity (m/s)</b>	<b>Barrier Penetration</b>	<b>Armor Piercing</b>
DM11 FMJ	8.2	930	1.67	6
DM31 AP	7.2	940	2.47	63

Note: Barrier penetration represents the rounds ability to go through walls and barriers. Armor piercing represents the rounds ability to penetrate body armor plates.

# .300 Savage

## Overview

The **.300 Savage cartridge** is a rimless, .30 caliber rifle cartridge developed by Savage Arms in 1920. It was designed to replace the less powerful .303 Savage in their popular Savage Model 99 hammerless lever-action rifle. Despite having a short case and a rather stumpy neck, the cartridge is capable of propelling a 150-grain (9.7 g) bullet at over 2,600 ft/s (790 m/s) with an effective range of over 300 yd (270 m).

## Stats

Ammunition Type	Damage	Bullet Velocity (m/s)	Barrier Penetration	Armor Piercing
M2 Ball	35	760	2	7
Lapua Mega 200gr	45	730	2	15
Lapua Naturalis 170gr	50	810	5	6
Norma Big Bear 240gr	60	680	7	5
M14A1 API	6	700	6	480
T99 Explosive Round	5 +1 Explosive Damage	400	3	1
T100 HEIAP	5 +1 Explosive Damage	520	3	245
Accelerator	32	1000	3	3

Note: Barrier penetration represents the rounds ability to go through walls and barriers. Armor piercing represents the rounds ability to penetrate body armor plates.

# .264 USA

## Overview

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.264 USA is a precision cartridge originally designed for the US Army Marksmanship Unit, it is larger than 5.56x45 and slightly smaller than 7.62x51 and fits in AR-15 Actions and magazines allowing for lighter rifles and magazines. Since its original conception it has been turned into a combat cartridge with various loadings for different jobs, additionally following recent trends it utilises a polymer case which allows for a lighter combat loadout than comparable cartridges such as 6.5 Creedmoor.

The round performs similarly to [6.5 Creedmoor](#) but in a smaller package and is considered a 'magnumised' [6.5 Grendel](#).

## EPR

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Steel-core Enhanced Performance Round similar to M855A1/M80A1. Multipurpose round with all round performance.

Has red tracer variant.

## SOST

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SOST Barrier-Blind loading, offering both hollowpoint capabilities as well as soft barrier penetration such as timber, sheet metal and buildings. Poor AP performance despite decent barrier penetration capabilities.

Has red tracer variant.

## RRLP

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Reduced-Ricochet-Limited-Penetration Frangible designed for urban operations where collateral must be minimised. Fragments heavily within soft tissue offering decent damage. Intentionally poor penetration capabilities due to the frangible nature of the projectile.

## OTM

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Open-Tip-Match loading optimized for long range combat.

Has red tracer variant.

## Subsonic

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Designed for stealth operations. It does not produce a supersonic crack and is quieter to enemies making you harder to spot when shooting.

Has green tracer variant, green tracer chosen to mimic Russian barium salt tracers to induce confusion in hostile forces.

## Advanced AP

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Tungsten-core Advanced Armor-Piercing load designed for defeating modern Russian body armor threats.

Has red tracer variant.

## HVIT-APRE

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High Velocity Incendiary Tracer-Armor Piercing Reactive is a semi-explosive incendiary load designed for light anti-vehicle duties. Uses a white incendiary tracer.

## Stats

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Note: 343.2 m/s is the subsonic barrier - anything below that is considered subsonic. Subsonic ammunition removes the bullet crack down range making the round better suited to stealth.

Note: these stats are only accurate to TAU-44s modset and vary wildly from default RHS stats.

<b>Ammunition Type</b>	<b>Damage</b>	<b>Bullet Velocity (m/s)</b>	<b>Barrier Penetration</b>	<b>Armor Piercing</b>
EPR	10	876	2.6	17
SOST	13.2	842	4.67	8
RRLP	13	907	0.5	4
OTM	11.7	988	1.6	5
Subsonic	11	300	1.4	6
ADVAP	9.4	700	5.6	125

HVIT-APRE	7.4 + 0.08 Explosive Damage @ 1m	1488	11.6	425
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Note: Barrier penetration represents the rounds ability to go through walls and barriers. Armor piercing represents the rounds ability to penetrate body armor plates.

# .220 Swift

## Overview

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The **.220 Swift** (5.56×56mmSR) is a semi-rimmed rifle cartridge developed by Winchester and introduced in 1935 for small game and vermin hunting. It was the first factory loaded rifle cartridge with a muzzle velocity of over 1,200 m/s (4,000 ft/s). With modern powders and precision loadings, the round is capable of pushing 1500+ meters a second.

## Stats

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Ammunition Type	Damage	Bullet Velocity (m/s)	Barrier Penetration	Armor Piercing
40gr Ballistic Tip	4.9	1296	6.25	4
55gr Soft Point	5.4	1128	4.25	4
50gr Soft Point	5.2	1179	3.95	4
50gr Varmint	8.4	1203	1.75	4
30gr Match	4.9	1579	4.7	0

Note: Barrier penetration represents the rounds ability to go through walls and barriers. Armor piercing represents the rounds ability to penetrate body armor plates.

# .22-250 Remington

## Overview

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The **.22-250 Remington** is a very high-velocity (capable of reaching over 4000 feet per second), short action, .22 caliber rifle cartridge. It is used for long range precision shooting and has seen use by both British and Australian SAS. The .22-250 is currently the second fastest production cartridge and is popular in locations where high winds are present.

## Stats

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Ammunition Type	Damage	Bullet Velocity (m/s)	Barrier Penetration	Armor Piercing
55gr APTS	6.5	1154	2.6	14
53gr VMAX	9.5	1219	0.72	4
40gr Match	6.6	1387	0.3	1
60gr Varmint	10	1170	0.75	4

Note: Barrier penetration represents the rounds ability to go through walls and barriers. Armor piercing represents the rounds ability to penetrate body armor plates.

# 4.4x55mm AMJ Custom

## Overview

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4.4x55mm AMJ Custom is an extreme long range wildcat cartridge constructed using a 12.7x55mm casing necked down to .17 HMR/4.4mm projectiles. It is capable of reaching extreme velocities but due to the limited mass of the projectiles it does not offer enormous amounts of damage down range.

## Stats

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Note: 343.2 m/s is the subsonic barrier - anything below that is considered subsonic. Subsonic ammunition removes the bullet crack down range making the round better suited to stealth.

<b>Ammunition Type</b>	<b>Damage</b>	<b>Bullet Velocity (m/s)</b>	<b>Barrier Penetration</b>	<b>Armor Piercing</b>
15gr FMJ	4.9	1982	0.9	5
17gr FMJ	5.5	1875	1.9	5
20gr FMJ	5.7	1799	3.9	5

Note: Barrier penetration represents the rounds ability to go through walls and barriers. Armor piercing represents the rounds ability to penetrate body armor plates.

# 6.5x38mm Caseless

## Overview

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The 6.5x38mm is a caseless munition which consists of a projectile nestled within a circular block of propellant. Unlike its predecessor caseless ammunition, it has resolved issues with cook offs and feeding problems. The 6.5x38 is modelled heavily after the 6.5 Grendel round, albeit much lighter and available in numerous military loadings such as AP.

Prior to the collapse of the US military, the CmmG MX series chambered in 6.5x38 was in the process of mass adoption, with a vast majority of frontline units having been supplied before ultimate collapse. That paired with adoption by other small nations has led to a relatively decent supply of them globally.

## Stats

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Ammunition Type	Damage	Bullet Velocity (m/s)	Barrier Penetration
XM1 General Purpose Round	13	865	3
XM2 Armor Piercing	8.44	938	6.4
XM3 Match	19	810	1

Note: Barrier penetration represents the rounds ability to go through walls and barriers. Armor piercing represents the rounds ability to penetrate body armor plates.

# 6mm ARC

## Overview



The **6mm Advanced Rifle**

**Cartridge** (6×38mm), or **6mm ARC**

for short, is a 6 mm (.243) caliber intermediate rifle cartridge designed as a low-recoil, high-accuracy long-range cartridge, designed for use in the AR-15 platform at request of a special forces unit for its multipurpose combat rifle program.

The 6mm ARC is a great all round cartridge, offering great ballistics and similar (25rnd) magazine capacity to 5.56 but at a slightly increased weight. Due to its military usage it also has tracer and armor piercing offerings.

## Stats

Ammunition Type	Damage	Bullet Velocity (m/s)	Barrier Penetration (AP)
108gr Match	11.5	853.44	1.66
115gr Hunter	13.6	803.99	1.19
85gr Velocitor	8.2	1023.1	2.85
AP	9.7	840.1	9

Note: Barrier penetration represents the rounds ability to go through walls and barriers. Armor piercing represents the rounds ability to penetrate body armor plates.

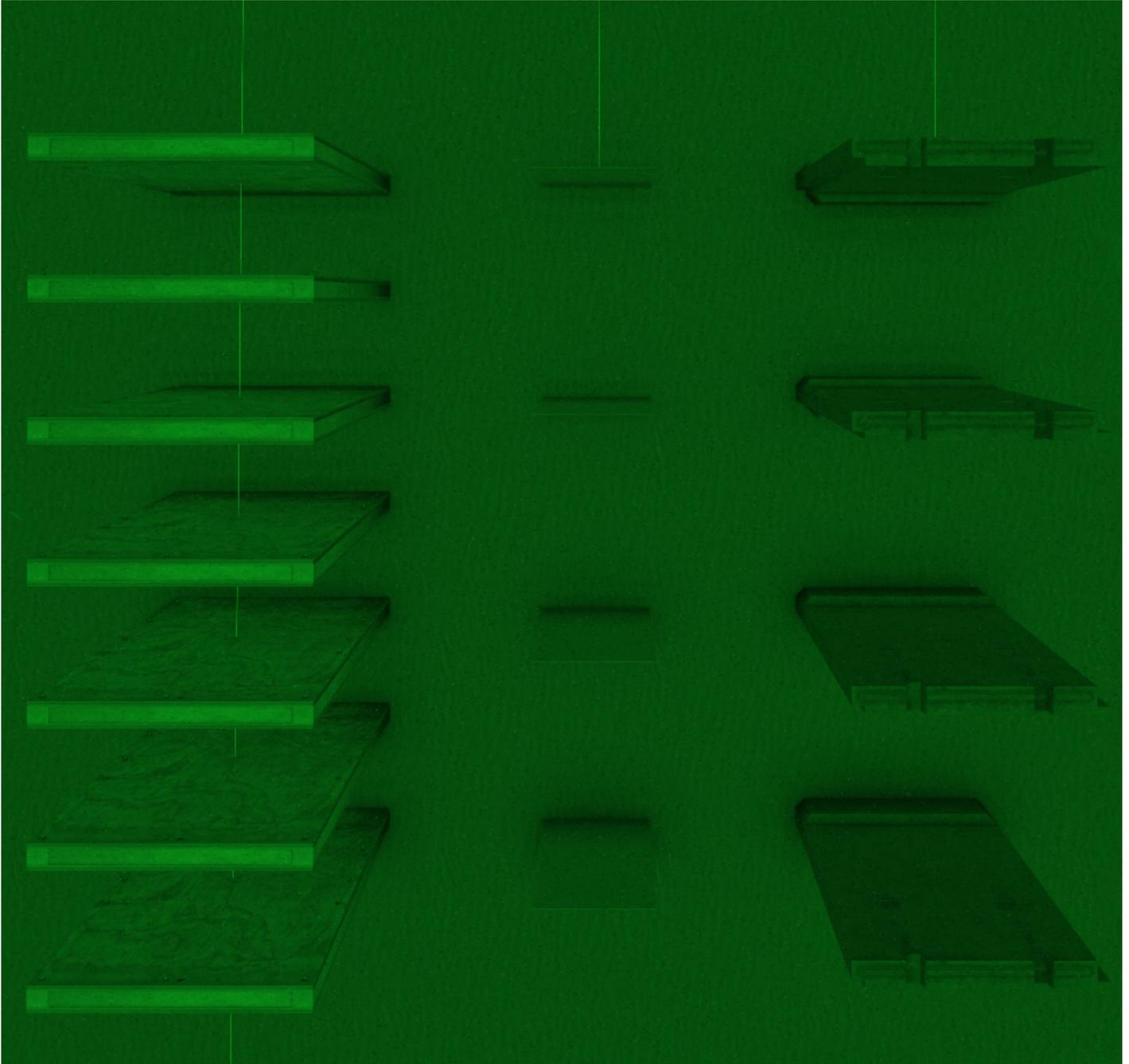
## Range Cards

<i>108gr Match</i>				<i>115gr Hunter</i>				<i>85gr Velocitor</i>				<i>Tungsten Core Armor Piercing</i>			
Target	Bullet			Target	Bullet			Target	Bullet			Target	Bullet		
Range (m)			853	Range (m)			804	Range (m)			1023	Range (m)			840
100			-0.0	100			-0.0	100			-0.0	100			-0.0
150			-0.1	150			-0.2	150			-0.0	150			-0.1
200			-0.4	200			-0.5	200			-0.2	200			-0.4
250			-0.6	250			-0.8	250			-0.4	250			-0.7
300			-1.0	300			-1.2	300			-0.6	300			-1.1
350			-1.3	350			-1.6	350			-0.8	350			-1.5
400			-1.6	400			-2.1	400			-1.1	400			-1.9
450			-2.0	450			-2.5	450			-1.4	450			-2.3
500			-2.3	500			-3.0	500			-1.7	500			-2.8
550			-2.7	550			-3.5	550			-2.0	550			-3.2
600			-3.1	600			-4.0	600			-2.3	600			-3.7
650			-3.4	650			-4.5	650			-2.6	650			-4.2
700			-3.8	700			-5.0	700			-2.9	700			-4.7
750			-4.2	750			-5.5	750			-3.3	750			-5.2
800			-4.6	800			-6.1	800			-3.6	800			-5.7
850			-5.0	850			-6.6	850			-4.0	850			-6.3
900			-5.4	900			-7.2	900			-4.3	900			-6.8
950			-5.8	950			-7.8	950			-4.7	950			-7.4
1000			-6.2	1000			-8.4	1000			-5.1	1000			-8.0
1050			-6.6	1050			-9.1	1050			-5.5	1050			-8.6
1100			-7.1	1100			-9.7	1100			-5.9	1100			-9.3
1150			-7.5	1150			-10.4	1150			-6.4	1150			-9.9
1200			-7.9	1200			-11.1	1200			-6.8	1200			-10.6
1250			-8.4	1250			-11.8	1250			-7.3	1250			-11.3
1300			-8.8	1300			-12.5	1300			-7.7	1300			-12.0
1350			-9.3	1350			-13.2	1350			-8.2	1350			-12.7
1400			-9.7	1400			-14.0	1400			-8.7	1400			-13.5
1450			-10.2	1450			-14.7	1450			-9.2	1450			-14.3
1500			-10.6	1500			-15.5	1500			-9.7	1500			-15.1
1550			-11.1	1550			-16.4	1550			-10.3	1550			-15.9
1600			-11.6	1600			-17.2	1600			-10.8	1600			-16.8
1650			-12.0	1650			-18.1	1650			-11.4	1650			-17.7
1700			-12.5	1700			-19.0	1700			-12.0	1700			-18.6
1750			-13.0	1750			-19.9	1750			-12.6	1750			-19.5
1800			-13.5	1800			-20.8	1800			-13.2	1800			-20.5
1850			-14.0	1850			-21.8	1850			-13.9	1850			-21.5
1900			-14.5	1900			-22.8	1900			-14.5	1900			-22.5
1950			-15.0	1950			-23.8	1950			-15.2	1950			-23.6
2000			-15.6	2000			-24.8	2000			-15.9	2000			-24.7
2050			-16.1	2050			-25.9	2050			-16.6	2050			-25.8
2100			-16.6	2100			-27.0	2100			-17.4	2100			-27.0
2150			-17.1	2150			-28.1	2150			-18.1	2150			-28.2
2200			-17.7	2200			-29.3	2200			-18.9	2200			-29.4
2250			-18.2	2250			-30.5	2250			-19.7	2250			-30.7
2300			-18.8	2300			-31.7	2300			-20.6	2300			-32.0
2350			-19.3	2350			-32.9	2350			-21.4	2350			-33.4
2400			-19.9	2400			-34.2	2400			-22.3	2400			-34.8
2450			-20.5	2450			-35.6	2450			-23.2	2450			-36.2
2500			-21.1	2500			-36.9	2500			-24.2	2500			-37.7
2550			-21.7	2550			-38.3	2550			-25.1	2550			-39.2

## Penetration Testing

Standardised penetration test at 100m against three materials: Timber, Steel and Concrete.

Timber is spaced at 1m Intervals, with 7 walls.  
Steel is spaced at 1m Intervals with 4 plates.  
Concrete is spaced at 2m Intervals with 4 walls.



This testing is relatively limited in what data it can provide and how it can be interpreted.

Here is how I will score it:

Penetration -  $x/7$  (How much of said material it penetrated)

Deviation - Severe/Acceptable/None (How much it deviated during/after penetration)

Slowdown - Stopped/Severe/Minor/None (Change in velocity as a result of successful penetration)

<b>Load</b>	<b>(Timber) Penetration Deviation Slowdown</b>	<b>(Steel) Penetration Deviation Slowdown</b>	<b>(Concrete) Penetration Deviation Slowdown</b>
<b>108gr Match</b>	<b>7/7 None None</b>	<b>0/4 N/A Stopped</b>	<b>0/4 N/A Stopped</b>
<b>115gr Hunter</b>	<b>1/7 Severe Severe</b>	<b>0/4 N/A Stopped</b>	<b>0/4 N/A Stopped</b>
<b>85gr Velocitor</b>	<b>7/7 Acceptable Minor</b>	<b>0/4 N/A Stopped</b>	<b>0/4 N/A Stopped</b>
<b>Armor Piercing</b>	<b>7/7 None None</b>	<b>4/4 Acceptable Minor</b>	<b>2/4 None Stopped</b>