

.30-06 Springfield

Overview

The **.30-06 Springfield** cartridge (pronounced "thirty-aught-six") or 7.62×63mm was introduced to the United States Army in 1906 and later standardized; it remained in use until the late-1970s. The ".30" refers to the caliber of the bullet in inches. The "06" refers to the year the cartridge was adopted, 1906. With the help of modern ammunition development and manufacturing process's the .30-06 has been able to be revived into limited service by certain special operations units. Thanks to the size of the projectile and the case size the .30-06 is able to be loaded with heavier projectiles and more powder than 7.62x51 can be.

T99 Anti-aircraft Munition

T99 Anti-aircraft munitions were designed to be mixed with traditional tracers to assist with marking aircraft. It packs a small explosive in the tip that makes a highly visible explosion.

T100 HEIAP

T100 High Explosive Incendiary Armor Piercing Munition is a modern evolution of the T99 Munition. The T100 was designed by the [Commonwealth Joint Task Force Weapons Research & Development Group](#) to serve as an option for long range light anti-vehicle tasks sporting a duplex munition with a high explosive tip followed by an incendiary armor piercing projectile.

D.U.D.S.

.30-06 Depleted Uranium Discarding Sabot was an experimental armor piercing munition developed for the .30-06 in the 1960's however it was quickly discarded due to the radiation emitted from the munition. Due to the highly dense depleted uranium sabot the ammunition is extremely heavy, as such it has to be paired with a powerful accelerant. However [CJTF-WRDG](#) has begun producing the ammunition again, use at your own discretion.

Stats

Ammunition Type	Damage	Bullet Velocity (m/s)	Barrier Penetration	Armor Piercing
M2 Ball	30	810	2	7
Lapua Mega 200gr	28	800	2	15
Lapua Naturalis 170gr	33	895	5	6
Norma Big Bear 240gr	44	750	7	5
TTSX Hollow Point	40	810	0.922	3
M14A1 API	16	795	6	280
T99 Explosive Round	5 +1 Explosive Damage	500	3	1
T100 HEIAP	10 +1 Explosive Damage	990	3	45
Accelerator	32	1110	3	3
D.U.D.S.	29	991	28.1	610

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

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