

# 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.

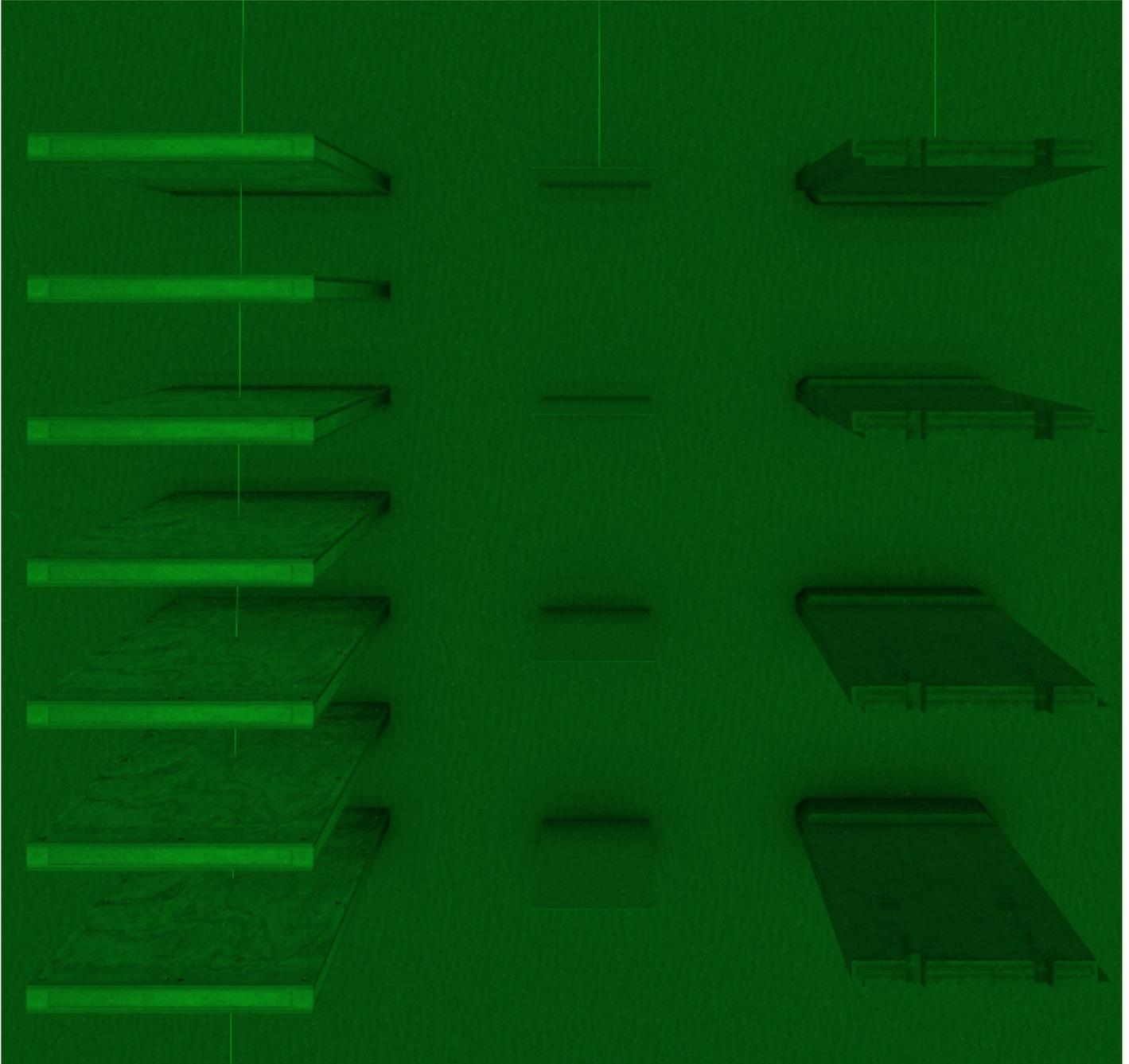
## Range Cards

<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>

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