

7.62 x 63mm Origin

The [Origin Industries](#) 7.62x63mm cartridge was developed in [YE 37](#) to go alongside the [Star Army Rifle, Type 41](#) as it began going into production.

Stats

Below are lists of information retaining to each type of ammunition available for this round.

Standard, Uncolored Tip

Basic information about the statistics of this type of round:



- Damage Rating: [Tier 2, Medium Anti-Personnel](#)
- Size: 7.62x63mm
- Caliber: 30-06
- Damage Description: Description: Round is made of [Durandium Alloy](#), with a steel core. Intended for use against lightly armored infantry forces.
- Effective Range: 1,000 yards
- Muzzle Velocity: 2,700 ft/s
- Muzzle Blast: A quick gout of flame that is dispersed by the facets of the flash-hider, giving the weapon a pillar of muzzle flash coming out of the end, with spokes of heat extending from the other sections of the open billed flash hider.
- Recoil: This weapon would be limited in firing to single, semi-automatic fire when used by most personnel, though military personnel with augmented bodies can handle the weapon in full automatic fire with only a sore shoulder for extended firing sessions.
- Energy Source: Chemical Projectile Propulsion

Armour Piercing, Black Tip

Basic information about the statistics of this type of round:



- Damage Rating: [Tier 2, Medium Anti-Personnel](#)
- Size: 7.62x63mm
- Caliber: 30-06
- Damage Description: Description: Round is made of [Durandium Alloy](#), with a [Zesuaum](#) core. Intended for use against lightly armored units.

- Effective Range: 1,000 yards
- Muzzle Velocity: 2,700 ft/s
- Muzzle Blast: A quick gout of flame that is dispersed by the facets of the flash-hider, giving the weapon a pillar of muzzle flash coming out of the end, with spokes of heat extending from the other sections of the open billed flash hider.
- Recoil: This weapon would be limited in firing to single, semi-automatic fire when used by most personnel, though military personnel with augmented bodies can handle the weapon in full automatic fire with only a sore shoulder for extended firing sessions.
- Energy Source: Chemical Projectile Propulsion

High Explosive, Red Tip

Basic information about the statistics of this type of round:



- Damage Rating: [Tier 3, Heavy Anti-Personnel](#)
- Size: 7.62x63mm
- Caliber: 30-06
- Damage Description: Round is made of tungsten, fitted with a [Durandium Alloy](#) jacket, and a [Type 31 Explosives](#) core. Primarily issued to designated marksmen and sniper teams, these rounds are intended to serve as a means to quickly terminate targets.
- Effective Range: 1,000 yards
- Muzzle Velocity: 2,700 ft/s
- Muzzle Blast: A quick gout of flame that is dispersed by the facets of the flash-hider, giving the weapon a pillar of muzzle flash coming out of the end, with spokes of heat extending from the other sections of the open billed flash hider.
- Recoil: This weapon would be limited in firing to single, semi-automatic fire when used by most personnel, though military personnel with augmented bodies can handle the weapon in full automatic fire with only a sore shoulder for extended firing sessions.
- Energy Source: Chemical Projectile Propulsion

Hollow Point, Grey

Basic information about the statistics of this type of round:



- Damage Rating: [Tier 2, Medium Anti-Personnel](#)
- Size: 7.62x63mm
- Caliber: 30-06
- Damage Description: Round is made of soft steel with hollow tip, fitted with a thin [Durandium Alloy](#) half-jacket. Intended for use in close quarters operations and/or against unarmored targets.

- Effective Range: 500 yards
- Muzzle Velocity: 2,700 ft/s
- Muzzle Blast: A quick gout of flame that is dispersed by the facets of the flash-hider, giving the weapon a pillar of muzzle flash coming out of the end, with spokes of heat extending from the other sections of the open billed flash hider.
- Recoil: This weapon would be limited in firing to single, semi-automatic fire when used by most personnel, though military personnel with augmented bodies can handle the weapon in full automatic fire with only a sore shoulder for extended firing sessions.
- Energy Source: Chemical Projectile Propulsion

Tracer Round, Green Tip

Basic information about the statistics of this type of round:



- Damage Rating: [Tier 2, Medium Anti-Personnel](#)
- Size: 7.62x63mm
- Caliber: 30-06
- Damage Description: Round is made of a hollow steel round, fitted with a [Durandium Alloy](#) jacket. Packed with slow-burning magnesium. 0.01 second delay on fuse to ignite magnesium. Used for night time operations to assist in tracking fire in dark conditions.
- Effective Range: 1,000 yards
- Muzzle Velocity: 2,700 ft/s
- Muzzle Blast: A quick gout of flame that is dispersed by the facets of the flash-hider, giving the weapon a pillar of muzzle flash coming out of the end, with spokes of heat extending from the other sections of the open billed flash hider.
- Recoil: This weapon would be limited in firing to single, semi-automatic fire when used by most personnel, though military personnel with augmented bodies can handle the weapon in full automatic fire with only a sore shoulder for extended firing sessions.
- Energy Source: Chemical Projectile Propulsion

Training Round, Blue Tip

Basic information about the statistics of this type of round:



- Damage Rating: [Tier 0, Nonlethal](#)
- Size: 7.62x63mm
- Caliber: 30-06
- Damage Description: Ammo is a hardened plastic with a steel jacket. It quickly loses stability while in flight, resulting in a much shorter range of effectiveness. However, as it is intended for training purposes, this is not a downside as it is a predictable issue, allowing for more consistent results from training range actions. These characteristics also allow for the ammo to be used as a non-

lethal alternative for personnel, though care should be taken due to the much reduced range profile.

- Effective Range: 250 yards
- Muzzle Velocity: 2,700 ft/s
- Muzzle Blast: A quick gout of flame that is dispersed by the facets of the flash-hider, giving the weapon a pillar of muzzle flash coming out of the end, with spokes of heat extending from the other sections of the open billed flash hider.
- Recoil: This weapon would be limited in firing to single, semi-automatic fire when used by most personnel, though military personnel with augmented bodies can handle the weapon in full automatic fire with only a sore shoulder for extended firing sessions.
- Energy Source: Chemical Projectile Propulsion

OOC Notes

[SirSkully](#) created this article on 2019/04/26 08:48.

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