

# 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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