

CUP – RPG-7V

Sights and ammunitions guide

Ammunitions :

Penetration values are from wikipedia and are only here in order to roughly differenciate grenades.

- **PG-7V** : anti-armor. HEAT. Can penetrate 260 mm RHA
- **PG-7VM** : anti-armor. HEAT. Can penetrate 300 mm RHA
- **PG-7VL** : anti-armor. HEAT. Can penetrate 500 mm RHA
- **PG-7VR** : anti-armor. Tandem HEAT. Can penetrate 600 to 700 mm RHA
- **TBG-7V** : anti-infantry and light vehicles. Thermobaric.
- **OG-7V** : anti-infantry and light vehicles. Fragmentation.

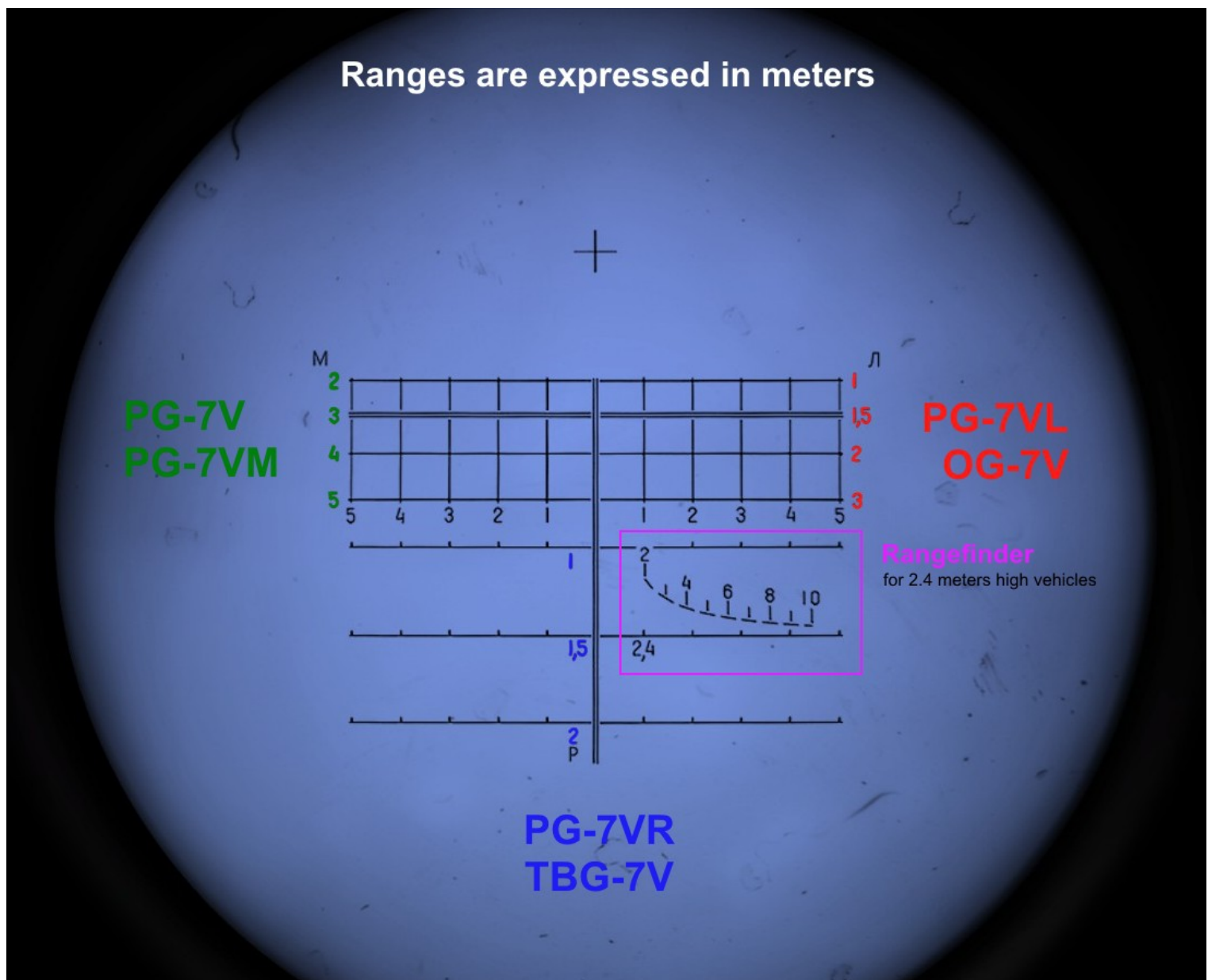
Sights :

➤ Iron sight

Calibrated for PG-7V and PG-7VM, it can be ranged to 200, 300, 400 and 500 meters.

➤ PGO-7V3

Optical sight for all kinds of grenades. See picture below.



➤ **PGO-7V2**

Optical sight for PG-7V, PG-7VM, PG-7VL and OG-7V. See **picture 1** below.

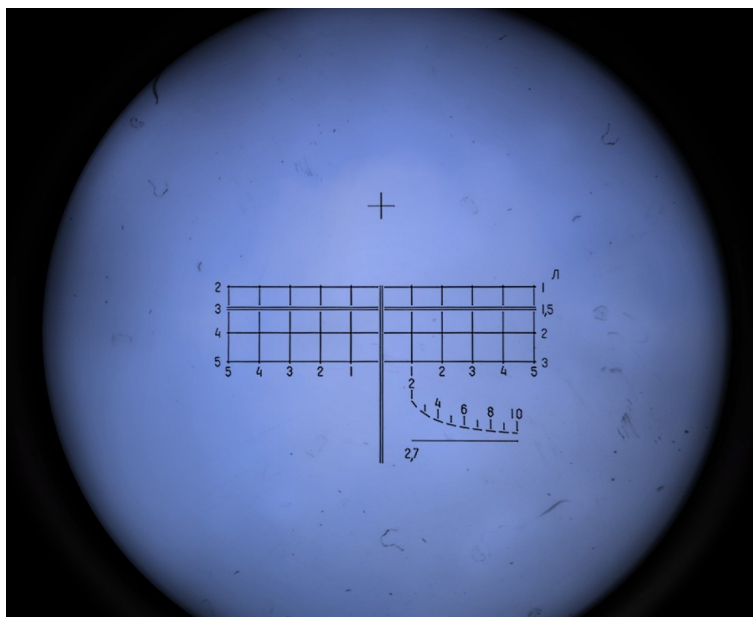
➤ **PGO-7V**

Optical sight for PG-7V and PG-7VM. See **picture 2** below.

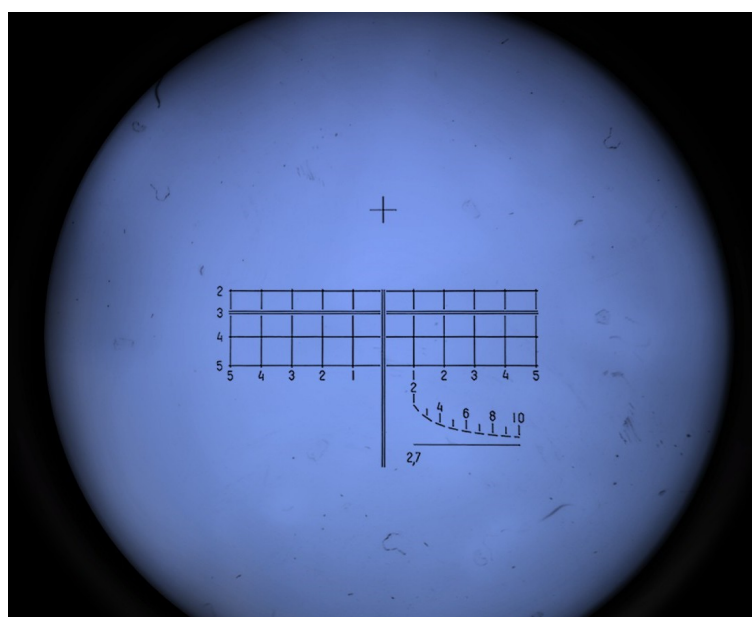
➤ **NSPU 1PN58**

Night vision optical sight for PG-7V and PG-7VM. See **picture 3** below.

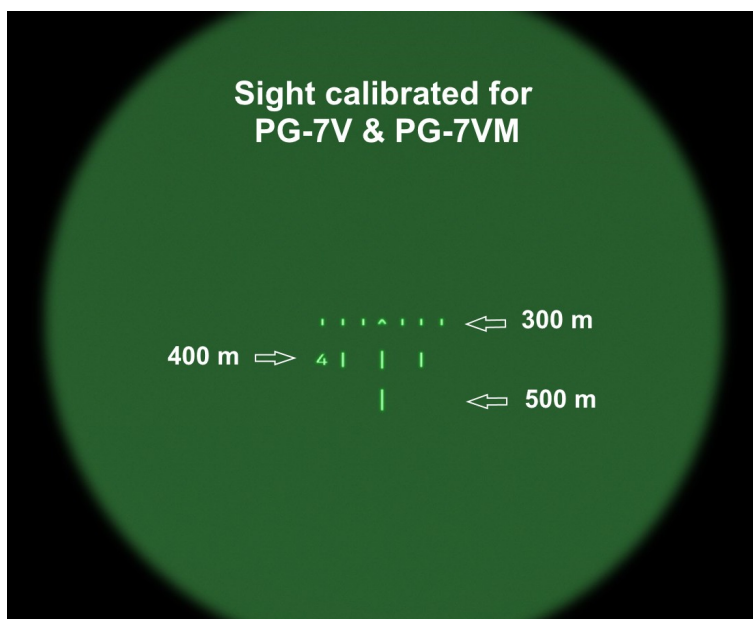
PGO-7V, PGO-7V2 and PGO-7V3 feature a illuminated sight for night time combat. Press « / » or « RMB+Left CTRL » to activate it. See **picture 4** below.



Picture 1



Picture 2



Picture 3



Picture 4