



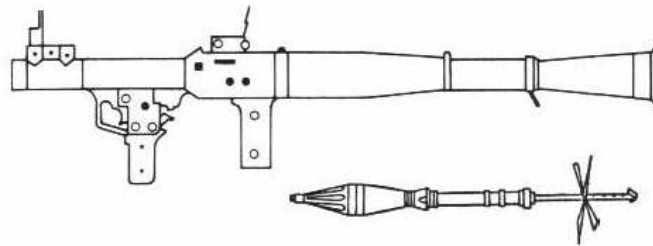
THE RPG-7

Designed by the Russians, this weapon is perfect for terrorist uses. At slightly over 15 lbs and only 39 inches long, it is, in essence, a compact, portable artillery device. Depending on the rocket, it can be a fearsome antipersonnel device or can destroy the turret on a modern tank. It was used extensively by the Vietcong in Southeast Asia and supplied to rebel forces in Rhodesia.

The portability of the RPG-7 inspired an attempt to use it at airports to destroy planes on the field or just taking off, but it is not very reliable at long range. Another attractive aspect of the RPG-7 is how easy it is to make. Al-Fatah, the Palestinian group headed by Yasser Arafat, has its own factory that can produce the RPG-7.

The RPG-7 is not a weapon that can be smuggled through customs in the false bottom of a suitcase or under one's coat. However, the universality of the weapon, and its popularity with illicit arms dealers around the world, means Senegal will always be able to procure one.

The attributes for the RPG-7 are:



PM	S/R	AMMO	DC	CLOSE	LONG
0	1	1	L	0-35	55-99
	CON	JAM	DRAW	RL	
	na	99	-3	4	

The damage listed for the RPG-7 is Area Damage. Each missile weighs about 5 pounds and the usual method is for its operator to carry six extras and one in the launcher. At Long Range, any roll to hit receives an additional 1 Ease Factor modifier. Any character or NPC standing directly behind the firer of an RPG-7 must make a PER roll or receive a Heavy Wound.

The only drawback to the RPG-7 is that the firer should have at least 20 feet of clear area behind him since the burning gases can do almost as much damage as the missile.