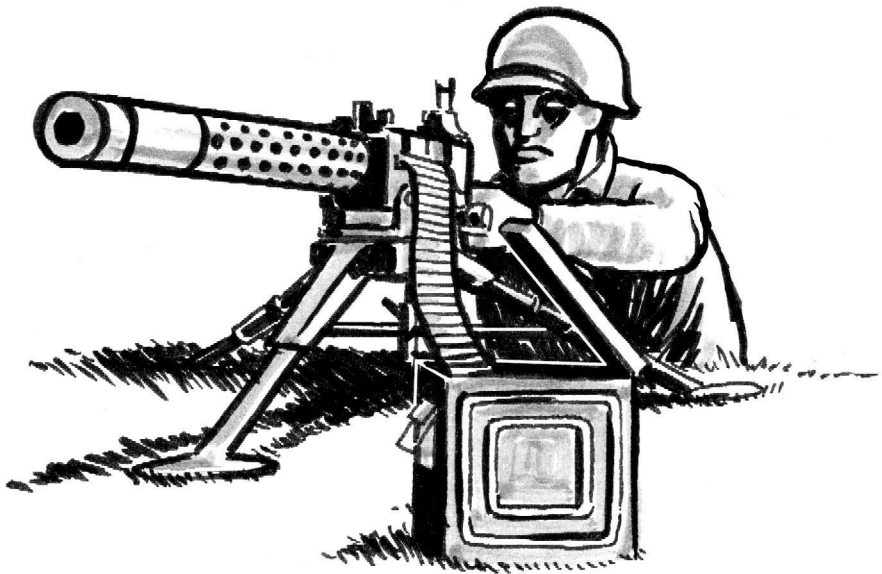


MACHINE GUNNER



WWII OPERATION
WHITEBOX
COMPATIBLE

MACHINE GUNNER

Machine Gunners are specialized soldiers and marines who are responsible for operating machineguns in combat. They provide direct fire support for infantry, reconnaissance teams, and special operations units.



The Machine Gunner is a critical force multiplier in any small unit. They must be bigger and stronger than the average soldier in order to carry the extra weight of the machinegun and ammunition, with additional ammunition often distributed amongst other members of the team.

Machine Gunners know how to make good use of cover and are particularly skilled at using burst fire and suppressive fire to kill or pin down enemy soldiers. A good Machine Gunner is a terrifying sight to behold that can instantly turn the tide of a battle.

LEVEL	XP	HD	BHB	ST
1	0	2+1	+1	14
2	2,000	3	+1	13
3	4,000	4+1	+2	12
4	8,000	5	+3	11
5	16,000	6	+4	10

TABLE 1: Machine Gunner Advancement

MACHINE GUNNER CLASS ABILITIES

PHYSICALITY PRE-REQ: Machine Gunners must be strong enough to carry a machinegun for miles. Therefore, all Machine Gunners must have a minimum Strength 13 and Constitution 13.

SPRAY AND SLAY: A Machine Gunner receives an additional +1 *To-Hit* and +1 damage when using burst fire. They may begin suppressive fire at any time without having to spend the first *round* "getting their bearings" with a burst fire attack.

FORTIFY: A Machine Gunner knows how to maximize his protection when firing from behind partial cover (gun shield, sandbags, brick wall, etc.), using adjusted rules for partial cover as follows:

- At 1st level, an enemy attacker using a single-shot ranged weapon suffers a -5 penalty *To-Hit*.
- At 3rd level, an enemy attacker using burst fire suffers a -3 penalty *To-Hit*.
- At 5th level, a Machine Gunner behind partial cover who is attacked by suppressive fire receives an additional +2 to his Saving Throw.

SAVING THROW: Machine Gunner characters receive a +2 bonus to all Saving Throws vs. suppressive fire.

XP BONUS FOR CONSTITUTION: Machine Gunner characters with a Constitution of 13 or 14 receive a 5% Experience Bonus, and those with 15 or higher get 10%.

TERRIFYING SIGHT (3rd): At 3rd level, a Machine Gunner using suppressive fire is a terrifying sight to behold. After every three (3) *rounds* of suppressive fire, enemy forces in range of the Machine Gunner must make a Reaction Roll. A result of Hostile or Unfriendly means the enemy continues to fight on. A result of Neutral means the enemy hunkers down (behind cover, if available) and stops fighting for 1d6+1 *rounds*. A result of Friendly or Ally means the enemy forces try to flee or surrender.

CREDITS

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