



## Smooth&Rifled - Rules for machine guns

### Cost

The cost of the machine gun is 30 points if light or 40 if heavy.  
Maximum one model per side for Small or Medium format.

### Crew

Each machine gun requires 1 or 2 crew if light or 2 to 4 if heavy.  
Cost of servants: Regular AV 1/2/3; 10 points each; Irregular AV 2/3/4; 5 points each.

### How it fires

Machine gun fire works like group fire. Calculate 5 dice if light or 7 if heavy, add as many dice as the number of servants (a light machine gun with two servants rolls 7 dice).

**Range/RoF:** a light machine gun fires at 30/0, a heavy one at 40/0.

**To hit:** if at least three "1" or three "2" are obtained when rolling the dice, the firearm is jammed (or is temporary out of ammunition, overheated etc). To return the operational weapon, you need 3 actions (not 3 action points) that can be performed by the crew. Keep in mind that one of the crew, the gunner, still spends AP each time he fires. The gunner can spend an action to aim.

### Moving a machine gun

A machine gun can be moved a maximum of 2.5cm/1 inch (per action) for each crew.